Primer

Introduction

We understand that you're eager to jump into Assassin's Creed Brotherhood straight away, so rest assured that we've restricted preamble to a bare minimum.

Before you continue, though, we suggest that you take a moment to familiarize yourself with the structure of this guide.

Walkthrough

The Walkthrough chapter is designed to accompany and advise players throughout the main story missions, but also offers explanations, tutorials and tactics whenever new features, abilities or game concepts are introduced.

It's not purely a source of step-by-step guidance: we're keen to examine and analyze all points of interest as you encounter them.

When combined with the Side Quests chapter, it presents a streamlined and rewarding path to 100% completion.

Side Quests

The Side Quests chapter offers a complete guide to secondary activities such as sub-quests, minigames and collectibles.

It has been written to work in conjunction with the main Walkthrough chapter, but also serves as a stand-alone source of reference if you choose to complete optional tasks in your own particular order.

Reference & Analysis

Dedicated players seeking a perfect second playthrough – or, for those who are less fearful of gameplay spoilers, a commanding first run – can consult the Reference & Analysis chapter to learn more about the systems and stats that underpin the play experience.

From comprehensive moves list and inventory tables to combat tactics and detailed opponent breakdowns, it's essential reading for those who crave a more in-depth understanding of how the game works – not to mention how to unlock all Achievements and Trophies.

MULTIPLAYER

The Multiplayer chapter offers strategies, assorted tips and annotated maps designed to vastly shorten the learning curve as you get to grips with this new play mode.

Extras

The Extras chapter contains bonus material, including an Assassin's Creed story glossary. It is, therefore, positively loaded with coronal mass ejection-grade spoilers.

We strongly advise that you avoid this chapter until you have experienced the full Brotherhood storyline at first hand.

Primer

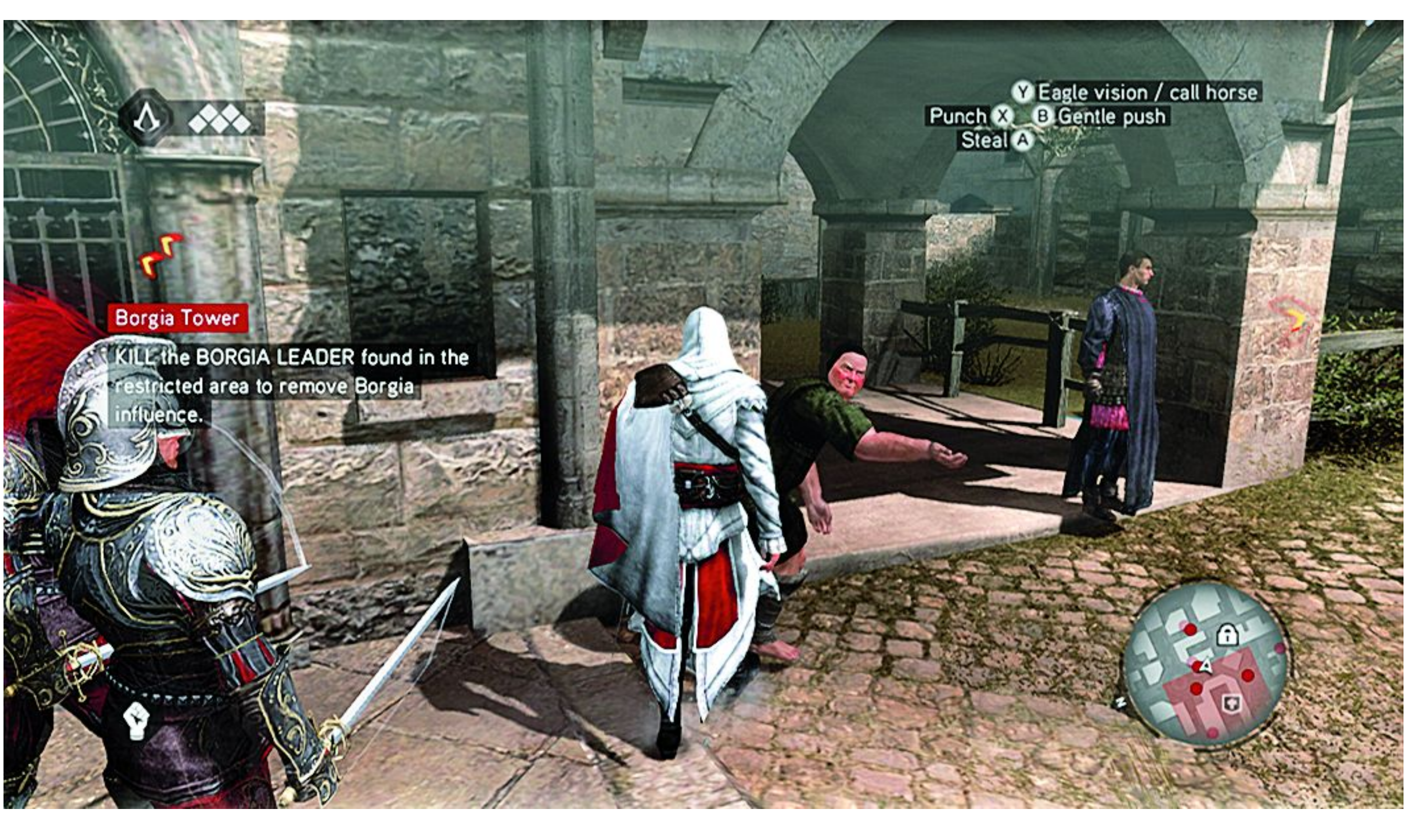
Essential Gameplay Concepts

Basic Movement

As with other games in the series, Assassin's Creed Brotherhood divides actions into "Low Profile" and "High Profile" categories, with a specific button trigger to switch easily between the two.

This feature works in tandem with the contextual Controls HUD that appears in the top right-hand corner of the screen (Fig. 1).

This isn't a game where you will find yourself regularly scrabbling to recollect which button press does what: a quick glance at the onscreen display will give you the prompt you require. In time, though, you won't even need or notice it.


Y Eagle vision / call horse
Punch X
B Gentle push
Steal A
Borgia Tower
KILL the BORGIA LEADER found in the restricted area to remove Borgia influence.

01

Low Profile activities include walking, gently pushing through a crowd and interacting with vendors – actions, in short, that are unlikely to distinguish Ezio as a threat or attract unwanted attention.

High Profile activities include climbing, free running and acts of violence, and may provoke a variety of responses from those who witness them.

When discretion is directly called for (such as when a task or scenario requires Ezio to avoid the gaze of vigilant eyes), it's usually prudent to restrict your movements to Low Profile mode.

However, as walking between destinations is obviously impractical, you'll regularly hold the High Profile button (R1 / R1 by default) in order to break into a sprint and slalom through crowds at street level, scale a wall, then free run over the rooftops to take a more direct route to your next port of call.

Free running is a simple joy that never seems to pall – which is fortunate, as you'll be doing an awful lot of it.

For those who have yet to play a game in the Assassin's Creed series, it's important to understand that this is not a platform game – at least, not in the classic sense.

There isn't a formal jump button, nor a need (for the most part) to manually instruct Ezio to catch a particular hand-hold.

As there is no emphasis on regularly punishing players for ill-timed button presses, you will find that actually steering Ezio becomes second nature with relatively little practice.

Your role, in effect, is to direct him – to act as a navigator, plotting the most efficient route from A to B (and, frequently, to escape the attentions of pursuing aggressors C, D, E, F and G).

The trick to achieving consistently fluid, decisive movement isn't to focus on where Ezio actually is, but where he will be.

Assassin's Creed Brotherhood has a distinct "visual language" in its architecture that you'll gradually learn to interpret instinctively as you bound over rooftops, scale walls and effortlessly vault obstructions.

With practice, especially as you become more familiar with Ezio's athletic prowess and the environment around him, you'll acquire the knack of planning discrete steps in your journey several seconds in advance.

Life as an Assassin

Though certain missions directly call for Ezio to remain anonymous, you will often enjoy a relatively high degree of freedom in how you choose to complete objectives.

There's a hint of roleplay to it, but many players will find it more satisfying and rewarding to minimize the body count where appropriate, remaining unseen or overlooked during the journey to the destination marker and executing an objective with clinical precision.

That said, unless directly prohibited, you can also opt to bludgeon your way to the same outcome.

This approach can be equally enjoyable, but there is a price to pay: once it becomes active later in the story, the Notoriety system (as seen in Assassin's Creed II) acts as a subtle deterrent to raw aggression in instances where it is not explicitly required.

Leave a trail of bodies in your wake, and Ezio will become Notorious – and, therefore, actively sought after by city guards. This makes the process of travelling between destinations much more complicated.

No matter your general approach, you will regularly encounter instances where Ezio must, ideally, avoid attention.

If he is trespassing, travelling through an area controlled by his enemies, or a current target for a specific faction or the local soldiery, it's prudent to stay out of direct sight.

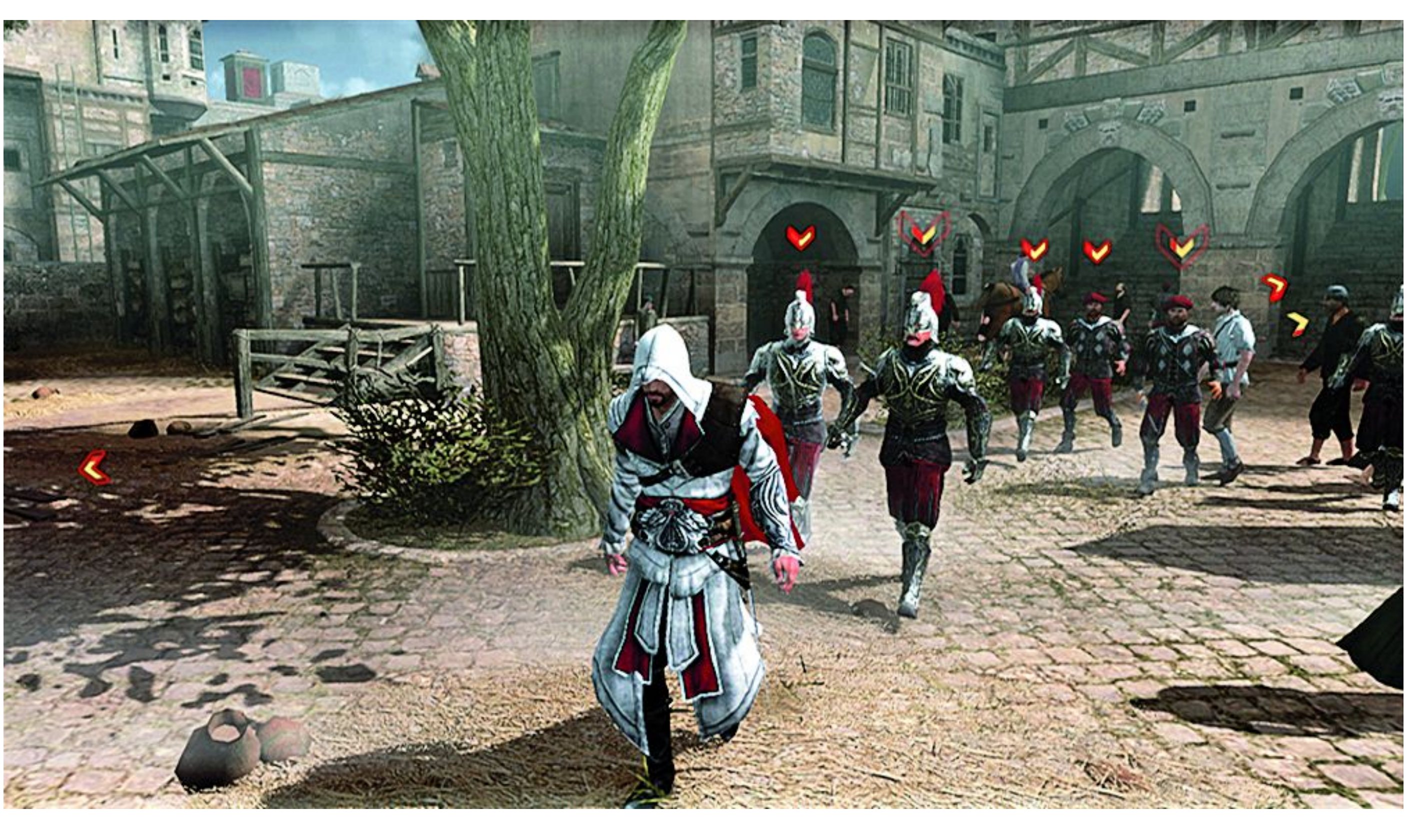
Common-sense rules apply at all times; for example, bounding from pillar to post in a public thoroughfare will attract awe and apprehension from nearby members of the general populace, and might invite the ire of Ezio's enemies.

There are onscreen and audio prompts that signpost growing suspicion in nearby aggressors (Fig. 2), or a heightened awareness of Ezio's presence that (usually) foreshadows imminent hostilities.

When combat is necessary or unavoidable, you will find that Ezio rarely fights a single adversary at a time.

The majority of battles pit him against several opponents who may possess varied weapons and tactical inclinations, which necessitates an ability to formulate and execute ad-hoc strategies.

A successful confrontation is almost always swift and conclusive – and so introducing new ways to beat opponents decisively is a major feature of the Walkthrough chapter.



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Indeed, as Ezio's range of skills and the challenges he faces expand throughout the story, you will learn that there are many opportunities to improvise, or express yourself in unique ways.

Our Walkthrough chapter will help you to understand each new game feature as it is introduced. What's more, once you're safely through the main story, you can study the Reference & Analysis chapter to learn more about what makes the game tick.

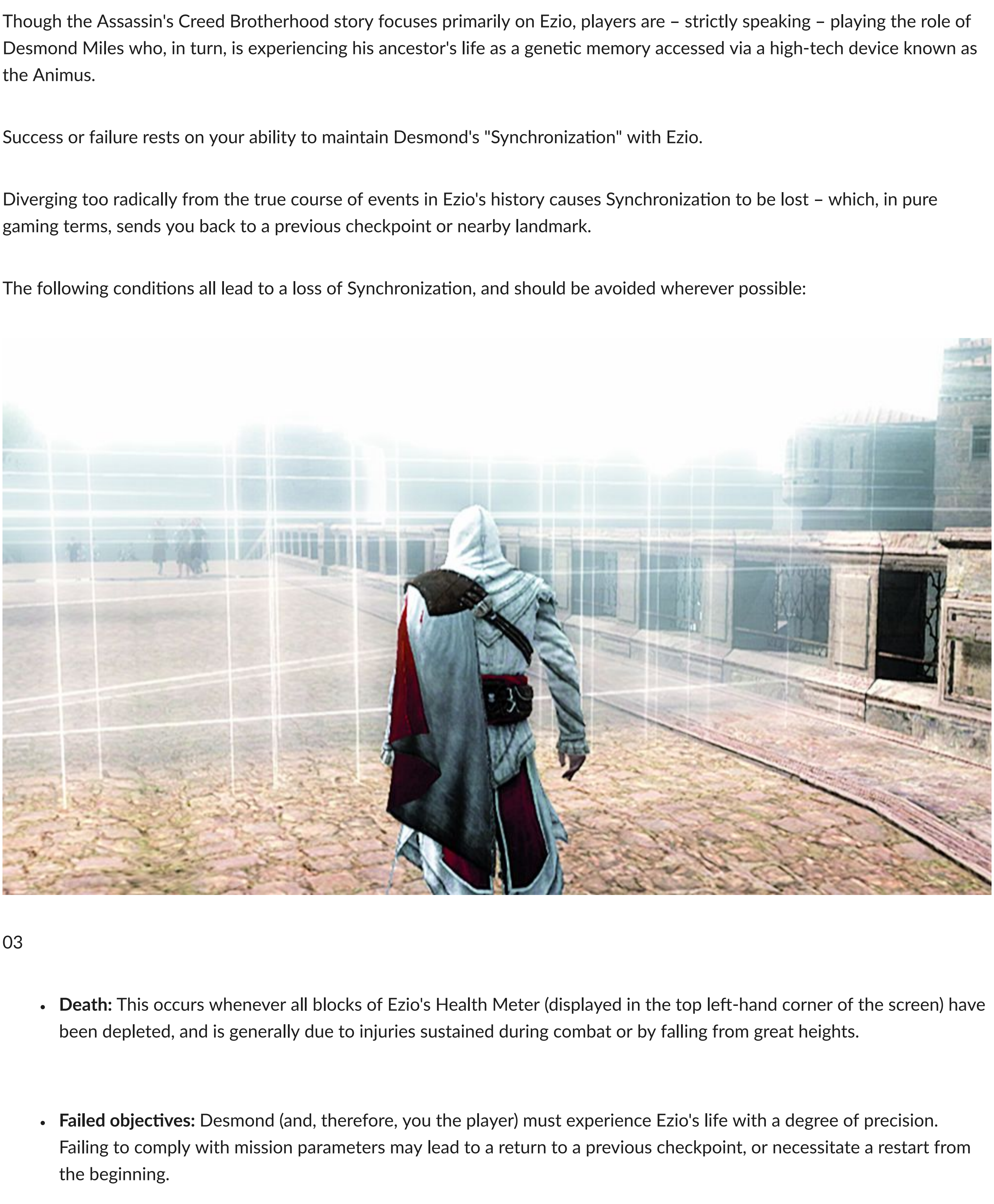
Death

Though the Assassin's Creed Brotherhood story focuses primarily on Ezio, players are – strictly speaking – playing the role of Desmond Miles who, in turn, is experiencing his ancestor's life as a genetic memory accessed via a high-tech device known as the Animus.

Success or failure rests on your ability to maintain Desmond's "Synchronization" with Ezio.

Diverging too radically from the true course of events in Ezio's history causes Synchronization to be lost – which, in pure gaming terms, sends you back to a previous checkpoint or nearby landmark.

The following conditions all lead to a loss of Synchronization, and should be avoided wherever possible:



03

- **Death:** This occurs whenever all blocks of Ezio's Health Meter (displayed in the top left-hand corner of the screen) have been depleted, and is generally due to injuries sustained during combat or by falling from great heights.
- **Failed objectives:** Desmond (and, therefore, you the player) must experience Ezio's life with a degree of precision. Failing to comply with mission parameters may lead to a return to a previous checkpoint, or necessitate a restart from the beginning.
- **Moving out of bounds:** Attempting to visit a specific locale before the appropriate time (or moving outside the confines of a current mission area) can cause a loss of Synchronization. There is a clear visual cue that warns whenever you approach such boundaries (Fig. 3). Take heed, and move away swiftly.
- **Aberrant behavior:** Ezio may be a killer, but he's no butcher. If you attack allies or civilians indiscriminately, Desynchronization can be swift. There is, of course, a little leeway – accidentally striking the wrong individual during a pitched street brawl won't usually result in serious repercussions.

Game Structure

As with previous episodes in the series, Assassin's Creed Brotherhood begins with a linear sequence of missions that gradually introduce gameplay concepts, abilities and different styles of challenges.

For newcomers, the low difficulty of these opening tutorials offers a great opportunity to experiment and get a good feel for the game.

More experienced players can treat these sections as a quick refresher course, and speed through them with commensurate haste and confidence.

After a time (which, to avoid spoilers, we'll be suitably vague about here), the Brotherhood sandbox begins to open up.

In addition to main story missions, you will encounter a vast wealth of side quests, minigames and incidental challenges.

The majority of these are purely optional, and are not necessary to complete the central storyline. However, these "secondary memories" can enable you to make Ezio wealthier – and, as a consequence, stronger and better equipped.

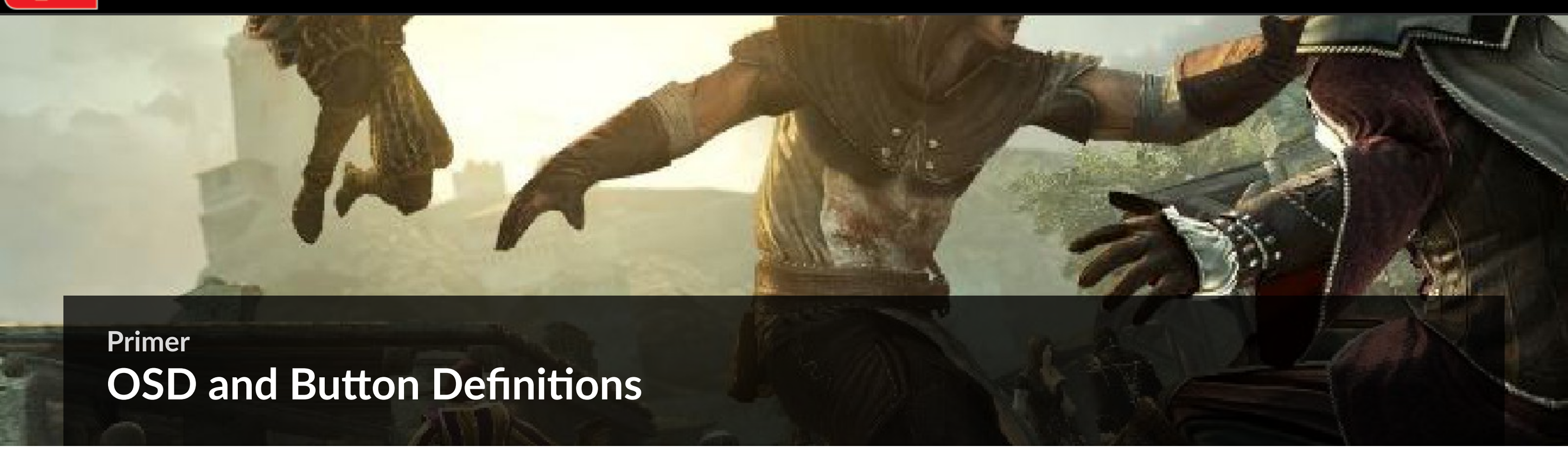
As with Assassin's Creed II, progress in the main story eventually unlocks a management metagame where you can invest accumulated *florins* (" ***f*** ", the in-game currency) in restoring aspects of Rome's dilapidated infrastructure.

Ezio will then receive a dividend at regular intervals. Though the initial costs may seem high, the ultimate rewards are far greater.

Completing side quests and pouring the profits from Ezio's labors back into Rome is the only realistic way to afford all equipment and items. What's more, there are also a number of noteworthy completion bonuses to obtain.

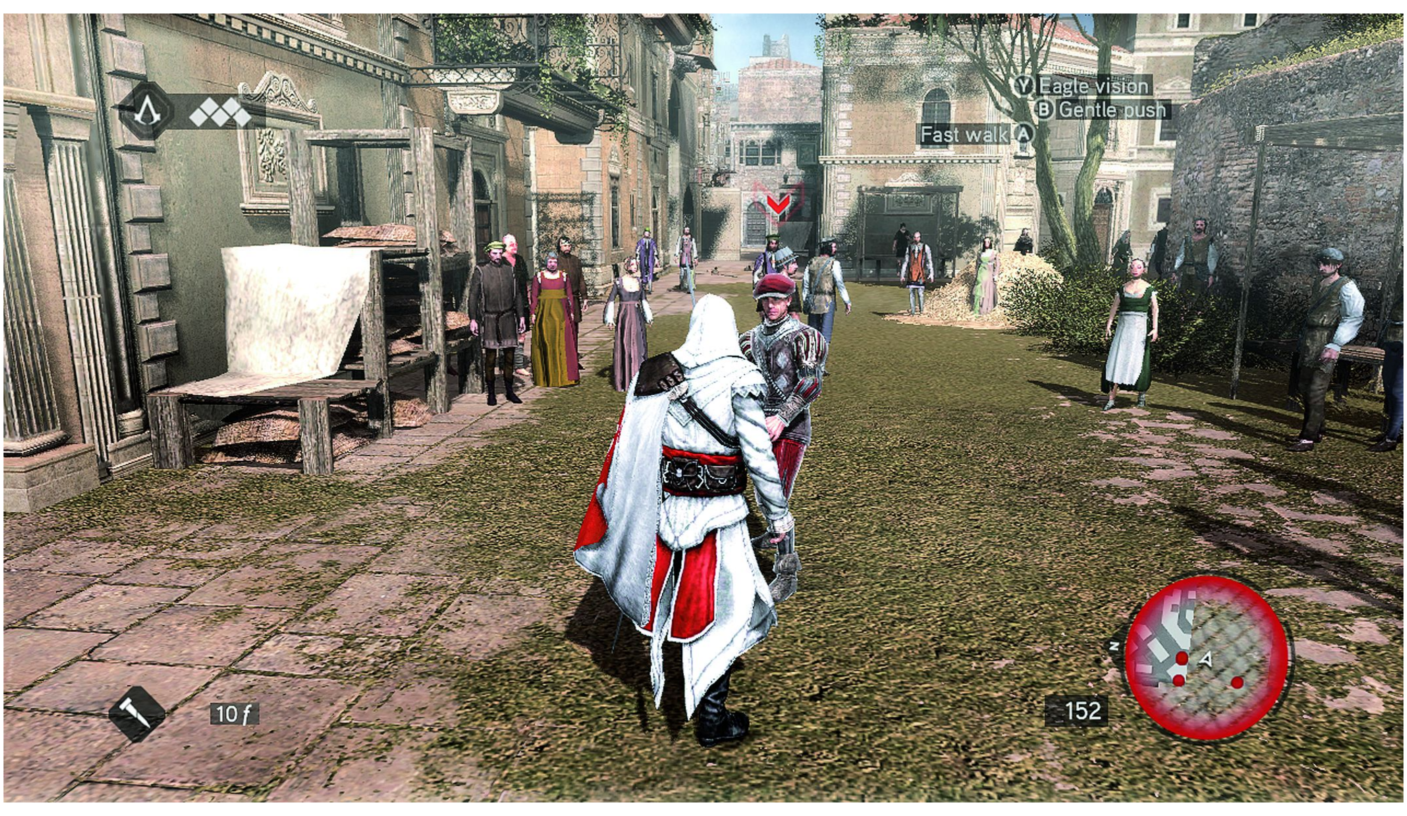
There is no right or wrong way to approach optional objectives in Assassin's Creed Brotherhood, but there's certainly an ideal path.

Throughout the interlinked Walkthrough and Side Quests chapters we present a considered route to full game completion, with an emphasis on minimizing unnecessary effort and maximizing potential profit.



OSD and Button Definitions

Onscreen Display



Notoriety Gauge:

As in Assassin's Creed II, certain deeds and indiscretions (or, if you are so inclined, acts of outright thuggery) will raise awareness of Ezio's presence in the city.

Once the outer bar fills, Ezio becomes Notorious – and, therefore, a target for local soldiers and other prospective antagonists.

This gauge serves no function during early missions, and does not become active until a set point in the main story.

Health Meter:

Strictly speaking a representation of Desmond's Synchronization with his ancestor's memories as he interacts with them via the Animus, this is – high concept aside – a common-or-garden life gauge.

If it is depleted to zero blocks, you will be sent to a previous checkpoint or, if not engaged in a mission, a nearby landmark.

Controls HUD:

This offers a contextual, ever-updating display of actions that can be performed with your controller's face buttons (or equivalent keystrokes in the PC version), based on Ezio's current stance and proximity to points of interactivity.

Equipment:

The item or weapon currently set for use.

Currency:

The sum of *florins* in Ezio's possession.

Compass:

This pointer always faces north.

Mini-Map's Outer Edge:

This offers a simple indication of Ezio's current combat status – red when opponents are actively seeking to engage him in battle, green when he is safely concealed in a suitable hiding place, and white when he is incognito or unseen by hostile eyes.

Detection Meter:

Animated icons appear above potential and actual adversaries whenever they are paying close attention to Ezio.

If the individuals in question are currently off screen, the icons are displayed at the border of the display in a position that indicates their approximate location.

There are three stages: detection (yellow), investigation (yellow and red), and full alert (red). These broadly correspond to the color code used for the Mini-Map's outer ring.

Distance Meter:

Provides a numerical indication of the distance to the next active waypoint.

Using the Mini-Map

- All places of interest, points of interactivity and active waypoints are marked by icons. The key icons you need to know to find your way from one mission to the next are detailed in the table on the right. If you are unsure of what a particular symbol represents, visit the main Map screen (BACK / SELECT), or via the Pause menu option) and move the cursor over the icon in question. You even have access to a complete legend by pressing LB / L2 .
- As a general rule, main streets and alleys appear as a dark gray; surrounding buildings are a lighter gray.
- Icons situated at a different elevation to Ezio (such as rooftop sentries stationed above a street as he runs beneath) appear faded.
- Many icons appear only when relevant. For example, if Ezio is not in combat or attempting to escape aggressors, hiding places (marked as blue circles) are not shown. Others, such as those representing shops, shrink and disappear from view as Ezio moves away from them. Active waypoints or mission starting points are always clearly displayed.

Button Definitions

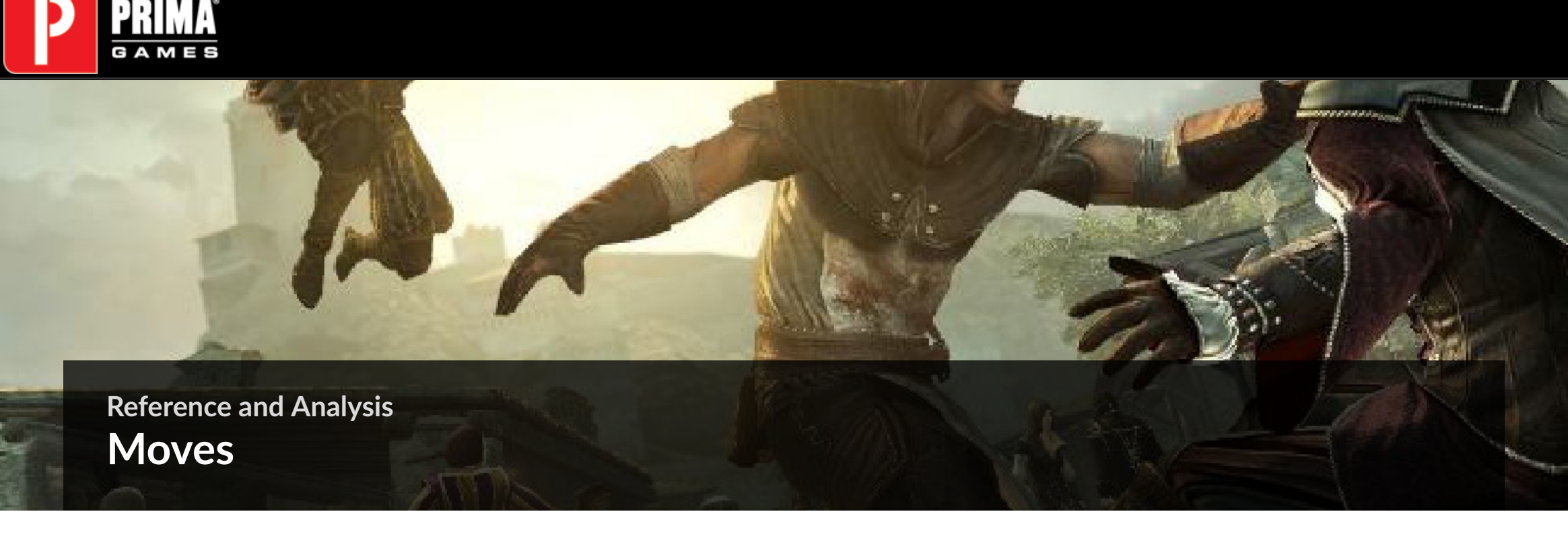
As Xbox 360, PS3 and PC players own different control devices, we use the standardized terms presented in the table below to refer to each button or key in many areas of the guide.

These should be easy to recognize, but you can refer back here if you need to refresh your memory at any point.

Note that this is not exhaustive list of controls and commands for Assassin's Creed Brotherhood, but simply a handy recap of all functions available during the opening stages of the game.

You will find all additional features introduced during the Walkthough chapter, and a complete moves overview in the Referance & Analysis chapter.

XBOX 360	PS3	BUTTON DEFINITION	SUMMARY
L	L	Movement Stick	Used for basic movement; also employed for blocking during combat.
R	R	Camera Stick	Camera control; can also be employed to switch between targets during combat.
✚	✚	Quick Select Buttons	Used to instantly equip weapons and items; note that Medicine is used immediately. You can customize the four available slots at the Weapon Select radial menu.
A	✕	Legs Button	Appears in Controls HUD; used to perform context-specific actions, but principally used in High Profile mode to sprint, initiate a climb and perform free running.
B	○	Empty Hand Button	Appears in Controls HUD; used for releasing or grasping for a hand-hold while climbing, as well as for a wide variety of context-specific actions.
Y	▲	Head Button	Appears in Controls HUD; mostly used for Eagle Vision and actions such as speaking, shopping and interacting with switches or levers.
X	□	Weapon Hand Button	Appears in Controls HUD; primarily used for attacks in conjunction with the High Profile button.
RT	R1	High Profile Button	Switches to High Profile mode, which enables activities such as faster movement, combat, free running and climbing. Also used to block/deflect incoming attacks.
RB	R2	Weapon Select Button	Opens a radial menu; used to pick weapons or special equipment. Highlight an item and press a direction on the Quick Select Buttons to assign it to one of the four available shortcuts.
LT	L1	Target Lock Button	Activates Fight Mode when aggressors are nearby, causing Ezio to orient his body and "lock on" to targets; otherwise fixes the game camera to the nearest individual in the direction faced.
LB	L2	Call Assassins Button	Calls Assassins.
L3	L3	First-Person Button	Activates a first-person camera view.
R3	R3	Center Camera Button	Forces the game camera to face directly ahead.
START	START	Pause Button	Enter the Animus Desktop.
BACK	SELECT	Map Button	Enter the Map screen; can also be used to access Database entries when an onscreen prompt appears.

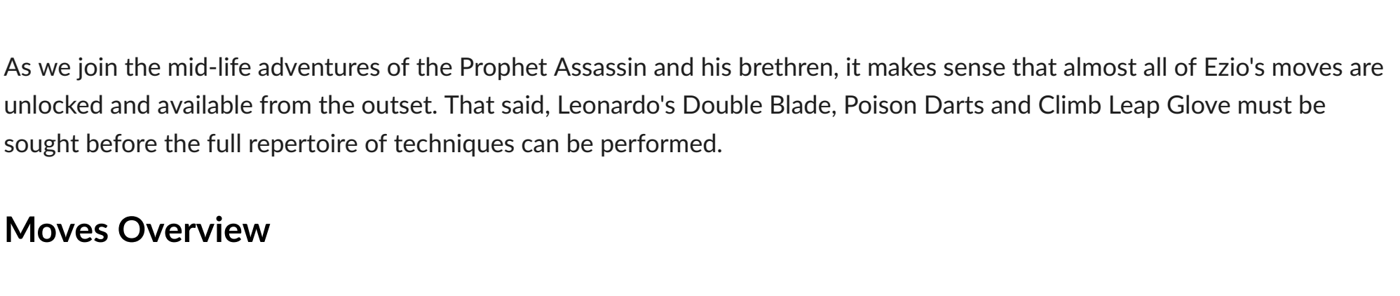


Reference and Analysis

Moves

As we join the mid-life adventures of the Prophet Assassin and his brethren, it makes sense that almost all of Ezio's moves are unlocked and available from the outset. That said, Leonardo's Double Blade, Poison Darts and Climb Leap Glove must be sought before the full repertoire of techniques can be performed.

Moves Overview



Basic Moves

MOVE	DETAILED DESCRIPTION
Walk/Move Character	Tilt Movement Stick in the required direction.
Fast Walk	Tilt Movement Stick in the required direction and hold Legs Button.
Look/Control Camera	Use Camera Stick to look around and control the camera.
Run	Tilt Movement Stick in the required direction and hold High Profile Button.
Sprint/Free Run/Free Run Leap	Tilt Movement Stick in the required direction, hold High Profile Button and Legs Button.
Jump Up	Hold High Profile Button, press Legs Button to crouch, release to jump.
Breaking A Fall (Forward Roll)	Hold Movement Stick forwards when falling to roll on touchdown.
Target Lock	Press Target Lock Button to lock on a target, press button again to exit Target Lock.
Eagle Vision	Hold Head Button to activate Eagle Vision, press button again to deactivate.
Speak/Shop/Examine	Press Head Button to speak, enter Shops or examine certain items.
Interact	Press Empty Hand Button to interact with Ezio's environment.
Steal/Pickpocket	Press or hold Legs Button (preferably while moving) to steal from citizens.
Loot	Hold Empty Hand Button until the Loot icon has filled.
Pick Up/Drop Weapon	To pick up a weapon, press Empty Hand Button while standing over it.
Pick Up/Drop Dead Body	To pick up a dead body, press Empty Hand Button while standing over it.
Gentle Push	Hold Empty Hand Button and use Movement Stick to push through crowds.
Shove	Hold Movement Stick and High Profile Button to run, and press or hold Empty Hand Button to shoulder barge.
Throw Money	Press Weapon Hand Button when money pouch is equipped.
Quick Select	Use Quick Select Buttons to instantly equip/use weapons and items. The four available slots are customizable.
Equip Weapon	Open radial menu by holding Weapon Select Button, select with Movement Stick, release Weapon Select Button to equip.
Customize Quick Select menu	Open radial menu by holding Weapon Select Button, select with Movement Stick, press corresponding direction on Quick Select Buttons to change item in slot.

Climbing and Leaping

MOVE	DETAILED DESCRIPTION
Start Climbing	Tilt Movement Stick in the required direction, hold High Profile Button and Legs Button.
Climb	Tilt Movement Stick in the required direction.
Climb Faster	Tilt Movement Stick in the required direction and hold High Profile Button.
Climb Ladder/Switch Side	Push Movement Stick up/down to climb, left/right to switch sides.
Look Down from Platform	Push Movement Stick towards edge when standing on platform.
Ledge Drop	Push Movement Stick towards platform edge, press Empty Hand Button to drop down.
Drop/Let Go	While hanging from a ledge, tap Empty Hand Button.
Catch Back/Grasp	While falling, grab onto a ledge or handhold by holding the Empty Hand Button.
Wall Run	Hold High Profile Button and Legs Button to free run up a wall.
Beam Drop	Tap Movement Stick and Empty Hand Button to drop down on chosen side.
Beam Shimmy	Hanging from beam or pole, use Movement Stick to shimmy along beam.
Free Run Drop	During Sprint or Free Run, release Legs Button before a platform edge to drop down instead of jumping.
Climb Leap	While climbing, press Movement Stick up and Legs Button. Requires Climb Leap Glove.
Climb Leap Grab	Once you've jumped during Climb Leap, hold Empty Hand Button to grab a ledge.
Back Eject	While climbing, release Movement Stick, hold High Profile Button, then press Legs Button to jump backwards.
Side Eject	While hanging or climbing, hold High Profile Button and push Movement Stick left/right and press Legs Button to jump sideways.
Wall Eject Back/Wall Eject Side	While running up a wall, push Movement Stick and press Legs Button to jump in the chosen direction.
Advanced Catch Back	After Side Eject, push Movement Stick toward wall and press Empty Hand Button to grab ledge or handhold.
Swing on pole	Hold High Profile Button and Legs Button, push Movement Stick forward to swing from pole to pole.
Turn on pole	While hanging from pole, pull Movement Stick down to turn around.
Ride Lift	On platform, press High Profile Button to ride Lift to rooftop.
Leap of Faith	Push Movement Stick toward landing spot, then press High Profile Button and Legs Button.

Combat

MOVE	DETAILED DESCRIPTION
Enter/Exit Fight Mode	Pressing Target Lock Button enters/exits Fight Mode.
Step Dodge	While in Fight Mode, tap Movement Stick to quickstep sideways, back or behind target.
Switch target	While locked on, tap Camera Stick to cycle through targets.
Taunt	Press Head Button while locked on to an enemy.
Attack	Press Weapon Hand Button to attack.
Execution	Attack with Weapon Hand Button, then again 1-4 times as the previous attack makes contact with the enemy.
Special Attacks	Hold, then release Weapon Hand Button. Depending on the weapon equipped, this leads to Sweep, Throw, Throw Sand or Flying Knives.
Kick	While locked on, press Legs Button.
Deflect/Block	Hold High Profile Button.
Dodge	Hold High Profile Button and press Legs Button just before an enemy attack lands.
Counter Kill	With weapon equipped, hold High Profile Button and press Weapon Hand Button just before enemy attack lands.
Disarm	When unarmed, hold High Profile Button and press Weapon Hand Button just before enemy attack lands.
Grab Opponent	While locked on and close, press Empty Hand Button.
Grab: Push Opponent	During Grab, push Movement Stick to move enemy or aim for throw.
Grab: Throw Opponent	During Grab, press Empty Hand Button.
Grab: Headbutt	During unarmed Grab, press Head Button to perform up to three attacks.
Grab: Punch	During unarmed Grab, press Weapon Hand Button to perform up to three attacks.
Grab: Knee	During unarmed Grab, press Legs Button to perform up to three attacks.
Grab: Kill	During Grab, with weapon equipped and Movement Stick neutral, press Weapon Hand Button.
Counter Grab	Press High Profile Button and Empty Hand Button to counter an enemy Grab, hold Buttons to throw enemy. If Grabbed, tap Buttons rapidly to escape.
Finish Enemy On Ground	With weapon equipped, press Weapon Hand Button over toppled enemy.
Stomp Enemy On Ground	Unarmed, repeatedly press Weapon Hand Button over toppled enemy.
Escape Fight	Hold Movement Stick, High Profile Button and Legs Button to break away.
Standing Tackle	Press High Profile Button and Empty Hand Button.
Running Tackle	During Free Run/Sprint, with enemy highlighted, press Empty Hand Button.
Air Tackle	From platform, wall or beam, press High Profile Button and Empty Hand Button.

Ranged Attacks

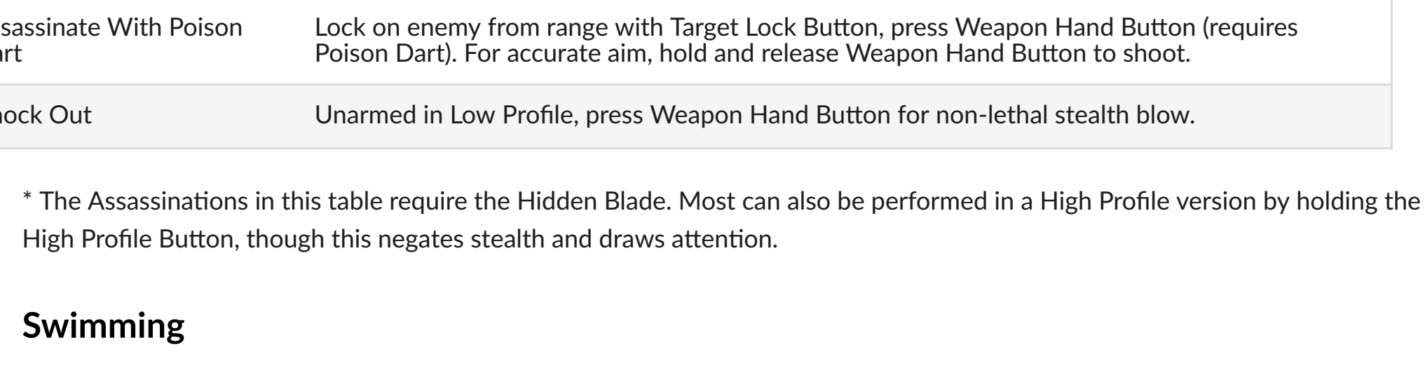
MOVE	DETAILED DESCRIPTION
Throw Knives/Shoot Pistol/Shoot Crossbow	Lock on enemy with Target Lock Button, press Weapon Hand Button to throw/shoot.
Focus Pistol and Crossbow	Hold Weapon Hand Button for accurate aim, release button to shoot.
Cancel Shot	Press Legs Button or Target Lock Button while aiming to cancel Pistol, Poison Dart or Throwing Knives attack.
Pistol Execution	Equipped with a Medium weapon, hold the Weapon Hand Button during an Execution after several successful moves to kill with the Pistol.
Throw Long or Heavy weapon	Hold Weapon Hand Button and release button when target is highlighted red.
Flying Knives (Special Attack)	Hold Weapon Hand Button until targets are highlighted red, use Movement Stick to adjust targets, release Weapon Hand Button to throw.
Apple of Eden – Change Allegiance	Hold Weapon Hand Button until the first wave reaches the enemy.
Apple of Eden – Mind Kill	Hold Weapon Hand Button until the second wave reaches the enemy.

Assassinations*

MOVE	DETAILED DESCRIPTION
Stealth Assassination	In Low Profile, press Weapon Hand Button up close.
Assassinate From Hiding Spot	With enemy locked or highlighted, press Weapon Hand Button.
Assassinate From Ledge	Hanging from a ledge below your target, press Weapon Hand Button.
Air Assassination	While climbing, or from ledge or beam above, highlight or lock on your target and press Weapon Hand Button.
Double Blade Assassination	In Low Profile, press Weapon Hand Button between two guards (requires Double Blade). Can be performed from a ledge or beam above as Double Air Assassination.
Assassinate With Poison	From close range in Low Profile, press Weapon Hand Button.
Assassinate With Poison Dart	Lock on enemy from range with Target Lock Button, press Weapon Hand Button (requires Poison Dart). For accurate aim, hold and release Weapon Hand Button to shoot.
Knock Out	Unarmed in Low Profile, press Weapon Hand Button for non-lethal stealth blow.

* The Assassinations in this table require the Hidden Blade. Most can also be performed in a High Profile version by holding the High Profile Button, though this negates stealth and draws attention.

Swimming



MOVE	DETAILED DESCRIPTION
Swim	Tilt Movement Stick in the required direction.
Swim The Crawl	Tilt Movement Stick in the required direction and hold High Profile Button.
Fast Swim	Tilt Movement Stick in the required direction and hold High Profile Button and Legs Button.
Submerge	Hold Legs Button to hide below the water's surface. Tilt Movement Stick to swim stealthily.
Dive	Hold Movement Stick, High Profile Button and Legs Button to jump, then press Legs Button again in mid-air to dive.
Climb Out Of Water	Press Movement Stick, High Profile Button and Legs Button to exit water.
Throw Knives	On surface, lock on enemy with Target Lock Button, press Weapon Hand Button. For accurate aim, hold and release Weapon Hand Button to shoot.
Swim Assassination	On surface of water below target, press Weapon Hand Button.

Horse Riding and Combat

MOVE	DETAILED DESCRIPTION
Call	Press Head Button to call a horse.
Mount/Dismount/Hijack	Press Empty Hand Button to mount, dismount or hijack a horse.
Trot	Tilt Movement Stick in the required direction.
Walk	Tilt Movement Stick in the required direction and hold Legs Button.
Canter	Tilt Movement Stick in the required direction and hold High Profile Button.
Aerial Mount	Tilt Movement Stick towards horse below, hold High Profile Button and tap Empty Hand Button to leap into saddle.
Fight From Horseback	With Medium or Ranged weapon drawn, press Weapon Hand Button to attack.
Stand On Saddle	Hold High Profile Button and press Legs Button to stand on saddle.
Sit Back Down In Saddle	Release High Profile Button after standing on saddle.
Jump From Horse	While standing in saddle, press Legs Button.
Aerial Dismount	While standing in saddle, hold High Profile plus Legs Buttons to grab an overhead beam.
Tackle From Horse	While cantering, press Empty Hand Button to leap from saddle and knock target to ground.
Unseat Horseman	With Medium weapon or larger drawn, lock on target and hold High Profile Button when Horseman charges past.
Assassinate Horseman	With Hidden Blade equipped, press Weapon Hand Button (from ground, ledge or horseback).

Faction Controls

MOVE	DETAILED DESCRIPTION
Assassin Signal	Press Call Assassins Button to call Assassin recruits.
Call Arrow Storm	With 3 Assassin Signals available, hold Call Assassins Button.
Hire/Stop/Follow	Press Head Button to command Faction members.
Issue Faction Order	Lock on enemy with Target Lock Button, press Head Button.
Close Eyes	Press Empty Hand Button over dead recruit.

Vehicle Controls

MOVE	DETAILED DESCRIPTION
Gondola: Enter Rowing Position	Press Empty Hand Button to mount gondola.
Gondola: Exit Rowing Position	Press Legs Button to exit gondola.
Gondola/Tank: Steer	Tilt Movement Stick left and right to steer. Pull back to reverse/back up.
Gondola: Row	Repeatedly press Empty Hand Button.
Parachute: Deploy/Release	Press Weapon Hand Button in mid-air.
Carriage: Steer	Tilt Movement Stick left and right.
Cannon/War Machines: Use/Release	Press Empty Hand Button.
Cannon/War Machines: Aim	Tilt Movement Stick in the required direction.
Cannon/War Machines: Fire	Press High Profile Button.
Flying Machine: Steer	Tilt Movement Stick left and right.
Flying Machine: Gain Altitude/Nose Up	Pull Movement Stick down.
Flying Machine: Dive/Nose Down	Push Movement Stick up.

Camera & Interface

MOVE	DETAILED DESCRIPTION
Center Camera	Press Center Camera Button to center the camera behind Ezio.
First-Person View	Press First-Person Button to toggle first-person view On/Off. Can be used with Eagle Vision.
Look Down from Platform	Push Movement Stick towards edge when standing on platform.
Display Map/Database	Press Map Button.
Access Animus Desktop	Press Pause Button.
Synchronize Map from Viewpoint	Press Head Button when perched on a View Point.
Mark Treasure Chest, Borgia Flag or Feather on Map and Mini-Map	Look at treasure in Eagle Vision (hold Head Button to toggle On/Off) to record location.

Advanced Techniques

Surviving against tougher opponents requires skill and finesse. This section details some of the most noteworthy abilities listed on the previous pages, with a special emphasis on the new Executions and Execution Streaks – two moves that both newcomers and players of previous Assassin's Creed games will want to learn.

Executions

The Execution is a stunning combo of successive hits against a single opponent, the last of which delivers the finishing move or Execution itself (Fig. 1). Simply tap your Weapon Hand Button repeatedly to perform the move. The number of hits required to complete an Execution depends on the weapon used:

Weapon/Category	Hits required
Fists	5
Hidden Blade	4
Small weapons	3
Medium weapons	3
Heavy and Long weapons	2

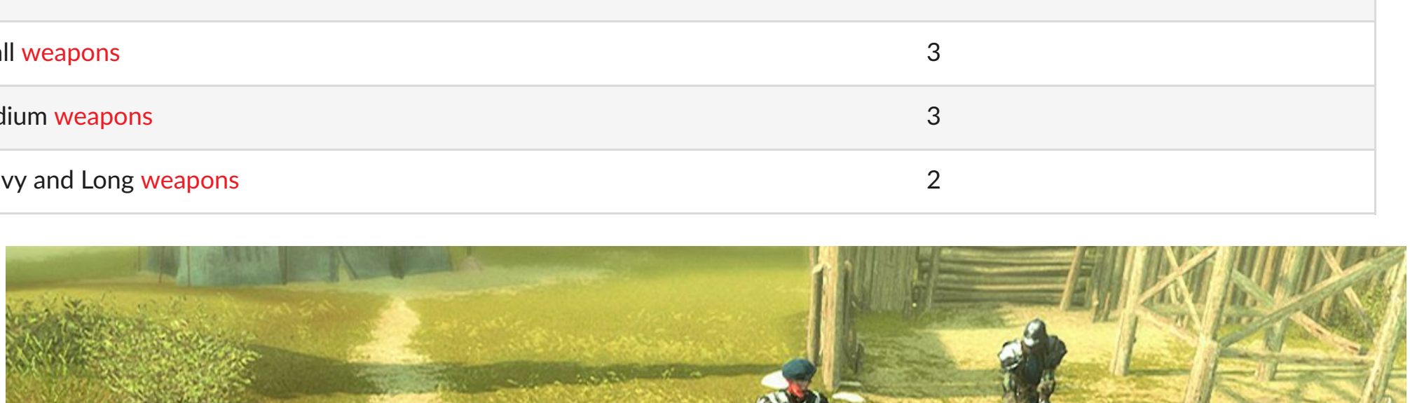


Figure 01

The principle behind the move is to speed up combat as an alternative to Counter Kills. Even if the enemy deflects some of the moves (you'll hear the clang of clashing weapons) the full sequence will stun them and break their defense. But stronger enemies are combo-resistant, deflecting your hits strongly enough to ruin the timing of the sequence: in this case you will need to weaken them with a Kick, or Dodge their attack and retaliate before they recover.

Execution Streaks

Ezio is in mid-Execution, finishing the first victim of the Streak.

Already, while the animation is still unfolding, the player lines up another victim by using the Movement Stick to highlight them, and presses the Weapon Hand Button to "stack" the next Execution in the Streak. When the first enemy falls, this will deliver an instant slaying move to the next. Repeat this procedure for as long as you can.

Streaks offer a superbly efficient new method for disposing instantly of the toughest archetypes. Having initiated a Streak with a lowly Militia, for instance, you may then prioritize a Brute or Seeker as the next target for an easy kill.

Every time you perform an Execution, you can then chain further Executions against nearby targets. Even when facing an entire horde of enemies, you need only dispatch the first by standard means; the rest will fall to a sequence of single-hit kills, if timed correctly.

First, you need to lose the habit of defensively holding the High Profile Button at all times; until an enemy attacks, you should only use the Movement Stick and the Weapon Hand Button. Secondly, you must always be thinking ahead to the next enemy, watching for incoming attacks and choosing the ideal target in reach. Thirdly, you really do need only one hit to kill: wildly mashing the buttons will swiftly reduce your chances of neat terminations.

There is some luck involved in keeping a chain going – the proximity of foes, irksome ranged attacks, resistant archetypes – but you can improve your odds by using larger weapons and moving around to keep more enemies within reach.

An Execution Streak can be initiated with many moves, not just a standard combo Execution. You can also try:

- Counter Kills.
- Killing Disarmed guards with their own weapons.
- A Long weapon's Sweep Special Attack.

When you've performed several successful kills in a Streak, ranged finishing moves become available. With a Medium weapon equipped, Ezio can perform a Pistol Execution. With a Small Weapon, Ezio will use a Throwing Knife to finish an enemy. Even a thrown Spear may conclude a streak.

Mid-Streak Interruptions

- So what happens if an enemy attacks while you're performing an Execution Streak? The flashing Health Meter warnings over the heads of the guards will alert you to an intended strike, so be ready to press your High Profile Button and Weapon Hand Button to perform a Counter Kill at the last moment. A successful Counter will become an additional Execution, seamlessly performed on your assailant and added to the running headcount while keeping the Streak alive. Once again, though, you should be immediately lowering your defense during the animation and identifying another victim. High-scoring Streaks will necessarily incorporate several perfectly timed Counter Kills.
- If you let enemies get too close to your back, they will attempt to break your Streak with a Grab. Though you can shake them off with the Counter Grab move, the likelihood is then increased that another enemy will rashly step in to attack and prevent you scoring an easy finish on their grounded colleague. So always be ready to Counter Kill after a Counter Grab as a fast way to start a new Streak.
- Agiles can cancel both Executions and Execution Streaks by dodging and thus breaking the sequence of moves. Either target them as the first victim or leave them alone until they attack, then Counter Kill to keep the Streak running.

Playing To Impress

Three cumulative tips will immediately enhance your endeavors to become a Master Assassin.

1. The automatic "on sight" targeting is very generous in many cases. You may sometimes prefer to use the Target Lock Button to fix on specific enemies, but as a rule, when you see that your target is highlighted, many contextual moves will be instantly available for spontaneous stunts.

2. Height extends this range even further, so if you can reach a higher vantage point from beams or rooftops then you can target an enemy by sight alone from a distance. Simply climbing up a wall and looking down into the street is sufficient, especially if you are prepared to act in High Profile.

3. You can transition from climbing and free running into other moves with great fluidity. Combine this with the height and sight advantages and your playing time will be enriched with superheroic feats of prowess.

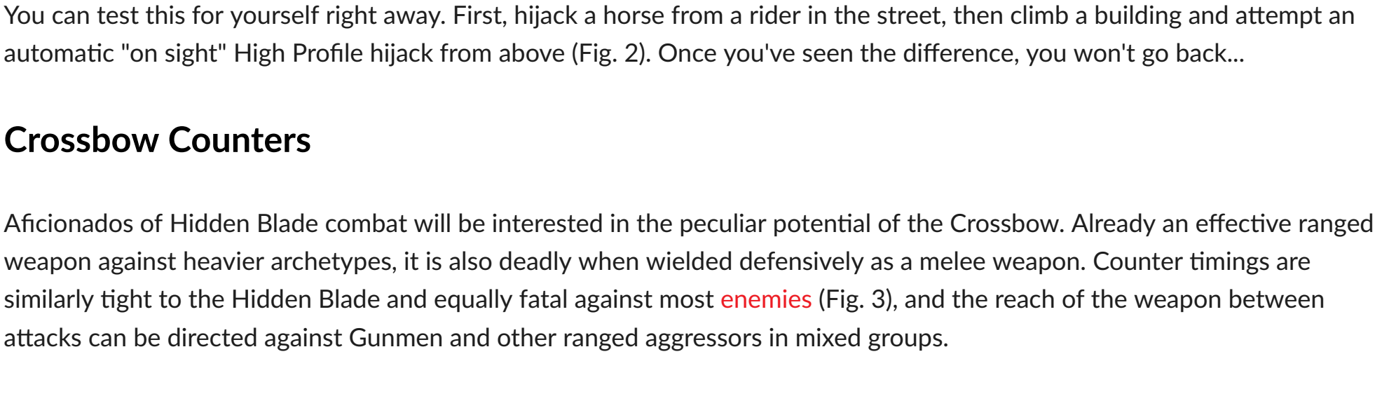


Figure 02

You can test this for yourself right away. First, hijack a horse from a rider in the street, then climb a building and attempt an automatic "on sight" High Profile hijack from above (Fig. 2). Once you've seen the difference, you won't go back...

Crossbow Counters

Aficionados of Hidden Blade combat will be interested in the peculiar potential of the Crossbow. Already an effective ranged weapon against heavier archetypes, it is also deadly when wielded defensively as a melee weapon. Counter timings are similarly tight to the Hidden Blade and equally fatal against most enemies (Fig. 3), and the reach of the weapon between attacks can be directed against Gunmen and other ranged aggressors in mixed groups.

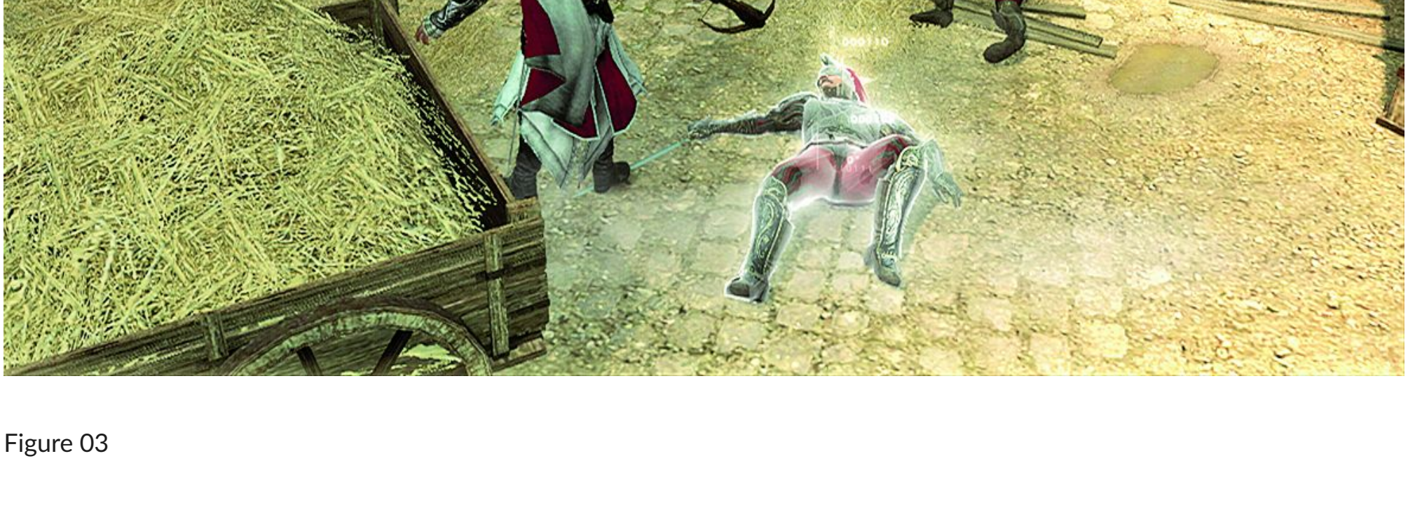
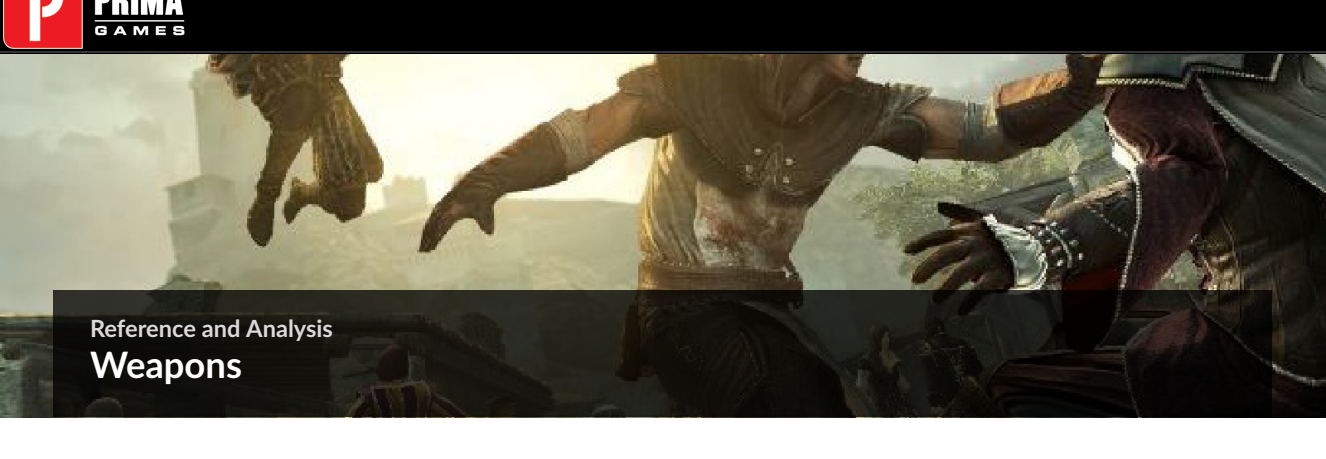


Figure 03



Reference and Analysis

Weapons

Weapons

From the footpad's dagger to the henchman's axe, every melee weapon is rated by three characteristics that define and differentiate its effectiveness in combat. The higher the rating in each category, the better the weapon will perform. But these are only base values, and the final effect will rest with the skills and strengths of the wielder.

- Damage: This attribute is the multiplier used to determine the strength of an attack.
- Speed: Weapons with higher speed can attack faster and more frequently.
- Deflect: The weapon's effectiveness when used defensively. The higher the value, the more readily the weapon will respond to deflect an enemy assault.

There are other variables to consider. Different weapon classes differ in the number of hits required for an Execution , and the size of a weapon will also have a bearing on its reach when chaining those Kills. Larger weapons overpower smaller ones.

Fists

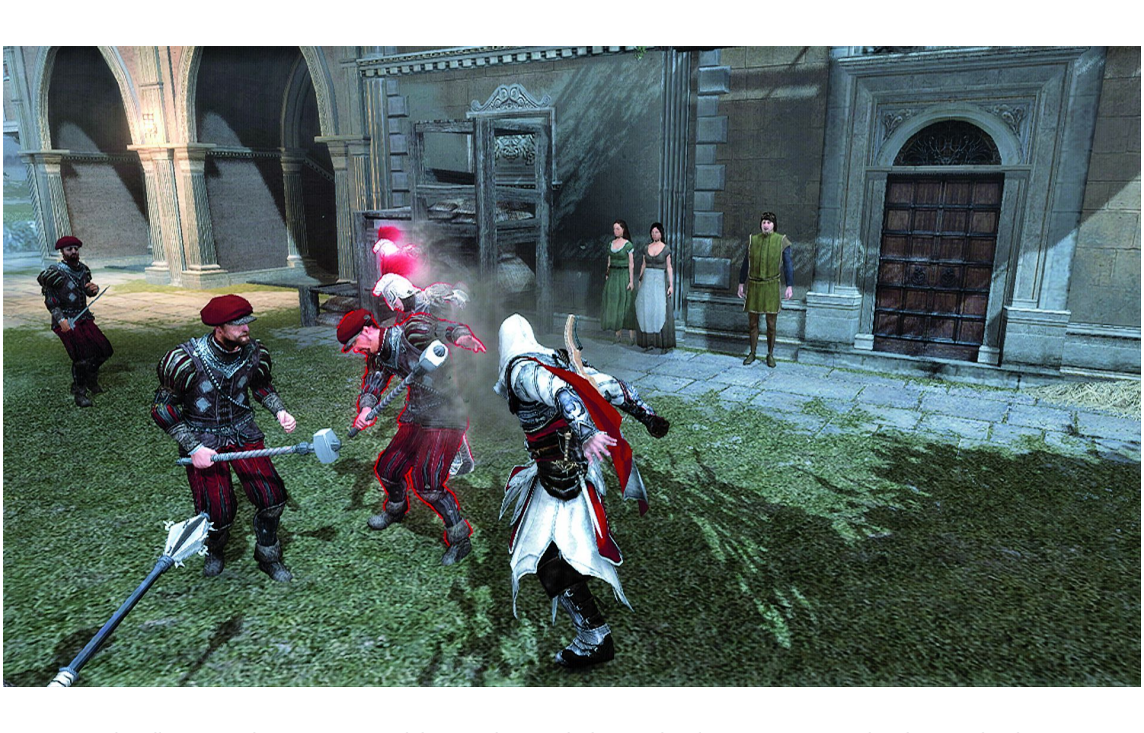
The last line of defense: when all else is taken away, you will always have the option of raising fists and starting a brawl. In fact, being unarmed remains surprisingly effective against even the toughest enemies when challenged in single combat, or when it allows you to Disarm them. Always switch to your bare hands when mission objectives require your opponents to be kept alive or pacified with non-lethal methods. Flexed in a stealth attack, your Fists can knock a sentry unconscious without requiring a fatal Assassination.

You'll need to land 5 successive blows with your hands to perform an Execution. You'll punch harder after receiving the Climb Leap Glove from Leonardo, permanently improving your pummeling damage.

Name	Damage	Speed	Deflect	Price (f)	Availability
Fists				-	-
Climb Leap Glove				6,100	Sold by Leonardo from Sequence 04

Special Attack: Throw Sand

While unarmed, hold the Weapon Hand Button to bend down and pick up a fistful of dust. You can keep it held until the enemy is close but you cannot move while in this stance. Release the button to hurl dirt in your opponents' faces, blinding them (Fig. 1) and breaking their defense.



- Swiftly follow up with a weapon attack by switching with the Quick Select Buttons immediately after the throw.
- Because you can be easily targeted, this technique is safer to employ when fighting alongside allies.
- When enemies bend to throw dirt at you, use the Dodge move to jump clear.

Hidden Blade

The Hidden Blade retains the potential to become the Assassin's most powerful tool, though its effectiveness can never exceed the skill and speed of the user. It can counter every type of melee weapon, so practice the timing until you have mastered it. It is the secret to becoming unbeatable, untouchable, and invincible.

Reconstructed by Leonardo da Vinci from his memory of Altaïr's Codex pages, the device sheathes a double-edged blade within a protective bracer that can remain concealed beneath the sleeve. Upgrades to the Hidden Blade will open up further Assassination moves, and include some ingenious contraptions for silencing distant targets.

The Hidden Blade must land 4 hits for an Execution.

Hidden Blade Properties

Name	Speed	Price (f)	Availability
Hidden Blade	Enables Assassination techniques.	-	Available from the start
Pistol	Firearm added to the Hidden Blade.	-	Comes with Hidden Blade
Poison Blade	Slim second blade. Enables Assassination by Poison.	-	Comes with Hidden Blade
Double Blade	Hidden Blades in both hands. Enables Double Assassination techniques.	3,800	Sold by Leonardo from Sequence 04
Poison Darts	Fire Darts to poison ranged targets.	7,500	Sold by Leonardo from Sequence 04

Small Weapons

Speed is the primary advantage of the dagger, enabling swift successive attacks and sometimes even countering fencing thrusts. The drawback is a woefully short reach, and a Counter Kill with a Small weapon will often fail against a larger one if the opponent can simply step clear. Low damage can be overlooked when instant kills are mastered but Small weapons remain overpowered by larger ones and cannot defend or counter against Heavy attacks.

To perform an Execution with Small weapons,

you will need to land 3 hits.

Small Weapon Attributes

Name	Damage	Speed	Deflect	Price (f)	Availability
Stiletto				300	Sequence 02, Memory 03
Knife				700	Sequence 03
Bone Dagger of Romulus				1,900	Sequence 04
Dagger				6,250	Sequence 06
Butcher Knife				5,000	Open 5 Blacksmith Shops
Notched Cinquedea				8,600	Sequence 07
Maria's Dagger				-	Reach Level 3 with Courtesans Guild Faction
Dagger of Brutus				-	Collect six Keys of Romulus from Followers Lairs

Medium Weapons

Sufficiently lightweight to wield in one hand, the swords and maces of the regular guard are the weapons that Ezio will most commonly face – and sometimes borrow, when the situation calls for improvisation. Balance is the watchword of the Medium weapon, setting range against speed and damage against defense. Swords are especially effective when attempting to chain Executions on account of their reach and swiftness, but they are still unable to withstand heavier weapons.

When picked up and swung as ad hoc clubs and staves, ordinary domestic implements such as the Broom and the Hoe fall into the Medium weapon category.

To perform an Execution with Medium weapons, you will need to land 3 hits.

Medium Weapon Attributes

Name	Damage	Speed	Deflect	Price (f)	Availability
Common Sword				-	Sequence 01
Roman Longsword				1,400	Sequence 03
Sicilian Rapier				2,600	Sequence 04
Mercenario War Hammer				2,750	Sequence 04
Venetian Falchion				5,700	Sequence 05
Cavalieri Mace				6,400	Open 5 Blacksmith Shops
Lucerne Hammer				6,370	Sequence 05
Captain's Sword				-	Blacksmith Shop Quest
Old Syrian Sword				8,800	Sequence 06
Condottiero Mace				11,600	Sequence 07
La Volpe's Bite				-	Reach Level 3 with Thieves Guild Faction
Schiavona				10,400	Sequence 07
Milanese Sword				15,700	Sequence 08
Condottiero War Hammer				17,200	Sequence 08
Sword of Altaïr				-	Complete all Assassins Guild Challenges

Heavy Weapons

Heavy weapons take on a slightly greater role in Assassin's Creed Brotherhood, and may now be purchased and carried by equipping a suitable holster, the Heavy Sheath. Relying on mass and force to bludgeon opponents, these serious battering tools take longer to swing with both hands but bring bone-crushing momentum to bear down on their victims – though certain stronger enemies can deflect their blows. Heavy weapons can only be countered by the Hidden Blade or Long weapons. Ezio may not wield it as capably as a Brute, but the Heavy weapon delivers slower Execution Streaks with plenty of opportunities for countering.

Heavy weapons only require 2 hits to initiate an Execution.

Heavy Weapon Attributes

Name	Damage	Speed	Deflect	Price (f)	Availability
Bearded Axe				7,000	Sequence 01
Bastard Sword				12,400	Sequence 06
Bartolomeo's Axe				-	Reach Level 3 with Mercenaries Guild Faction
Stocco				17,000	Sequence 07
Spada Lunga				-	Blacksmith Shop Quest
Spadone				26,100	Open 10 Blacksmith Shops

Special Attack: Smash

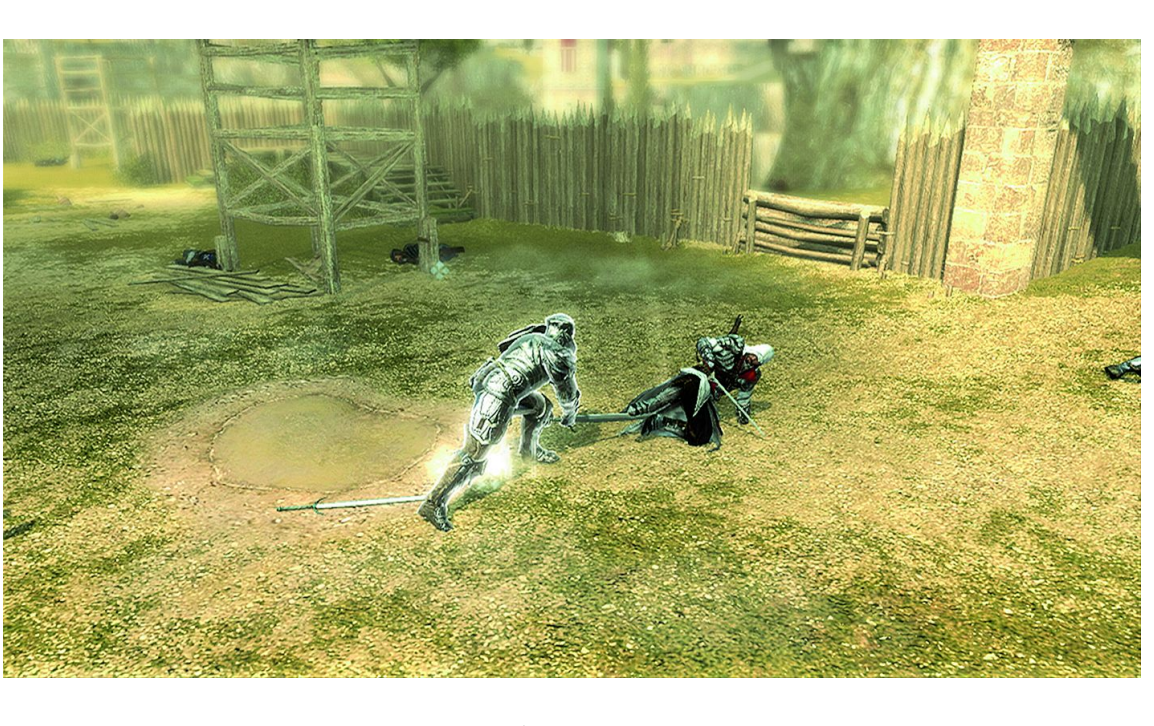


Figure 02

This overhead blow can only be performed by Brutes. It breaks any defense and crushes the target. Once readied by a Brute, it cannot be stopped by blocking or counters, and the only way to avoid it is to dodge (Fig. 2) or step sideways. If you find yourself on the end of a Smash, use Dodge to jump clear and immediately retaliate to catch the perpetrator off-guard.

Long Weapons

Though also requiring two hands to wield, like the Heavy weapons, Long weapons have a very obvious named advantage in reach. Polearms can strike first in any battle and keep opponents at bay. Dodging maneuvers against Halberds frequently fail to make sufficient distance, while blocking is overpowered – though certain stronger enemies can deflect their blows. Long weapons can only be countered by the same class and the Hidden Blade.

Long weapons only need 2 hits to initiate an Execution, and the exceptional reach makes it easier to line up Chains on other enemies.

Long Weapon Attributes

	Name	Damage	Speed	Deflect	Availability
	Spear				Obtained from Seekers wielding them
	Halberd				

Special Attack: Sweep

Ezio can perform a Sweep only when he is in Fight Mode. This powerful attack is one of the best reasons for acquiring a Seeker's Long weapon, as the high point of the swing can slash throats and kill more than one enemy simultaneously. It can also be unleashed at any time during charge for a lesser effect that avoids cancellation by incoming attacks.

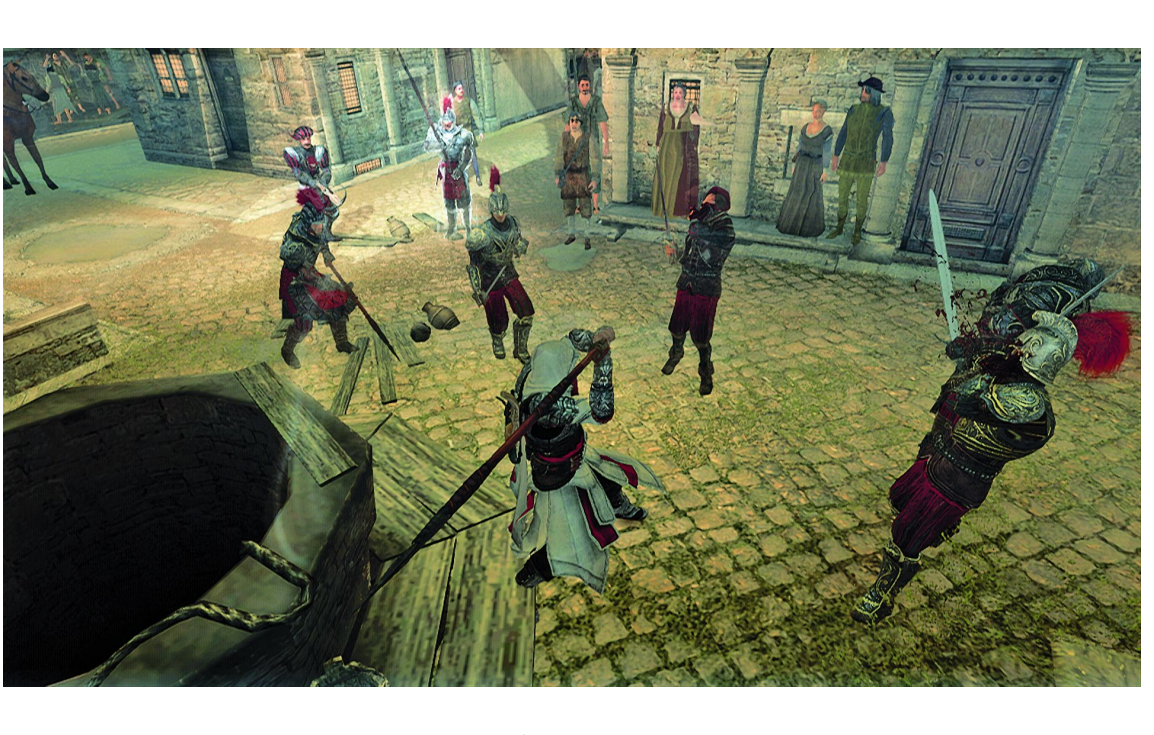


Figure 03

Keeping the Weapon Hand Button held will prompt Ezio to turn and place the weapon over his shoulder, and in this stance the technique may be held indefinitely until several guards come into range. Releasing the button performs the Sweep (Fig. 3). Once it concludes, you may attempt to Chain more instant kills as per the Execution.

Long Weapon Breaking

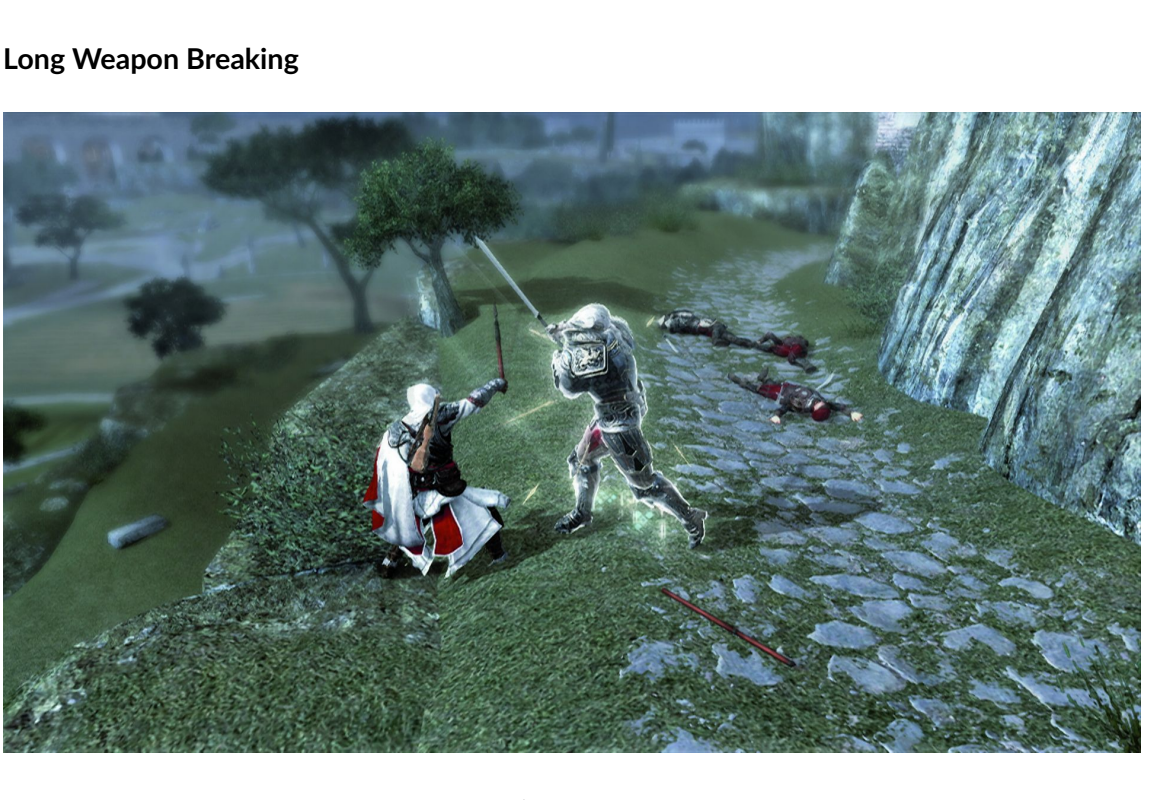


Figure 04

There are two ways to avoid a Smash attack from a Heavy weapon. One is to evade with the Dodge move or sidestep, while the other is to block with a Long weapon. The defender will avoid all damage but the parrying weapon will shatter in two. When a Long weapon breaks, the owner may continue to wield the remaining half as if it were a bladed Medium weapon (Fig. 4). A Long weapon's Counter Kill against a Heavy weapon will also see the two broken halves impressively employed.

Special Attack: Throw Weapon

This technique holds for both Long and Heavy Weapons. It can be performed immediately after a Disarm, or with a discarded weapon picked up from the ground. Simply press and hold the Weapon Hand Button until the target is highlighted in red, and you will initiate the Throw move (Fig. 5). With Long weapons, the trigger is contextual: if Ezio is in Fight Mode when you hold the button, he will perform a Sweep; if he is not in Fight Mode, he will Throw the weapon instead.

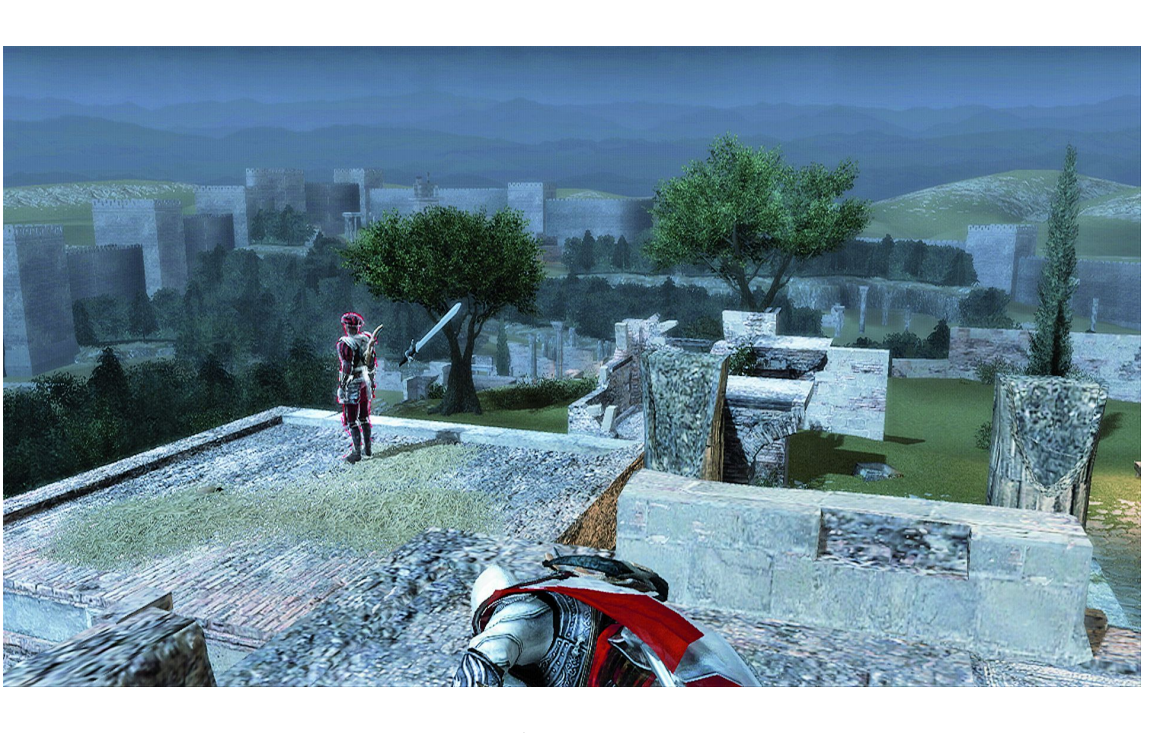


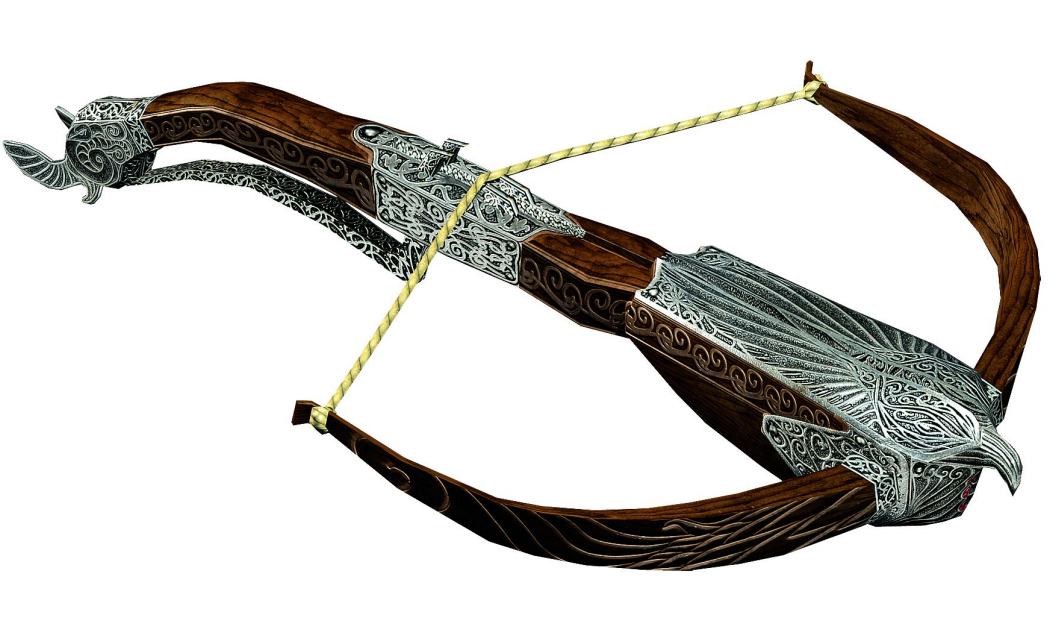
Figure 05

Again, releasing the button completes the move and can be held off while you fix on a target coming into range or cycle through the targets to select another. A successful strike guarantees an instant kill.

Ranged Weapons & Consumables

Crossbow

Delivering iron-tipped bolts with speed and accuracy, the Crossbow can kill instantly from a distance. Even heavily armored foes will succumb to its piercing shot if caught unawares. Cocked and reloaded by lever for a reasonably slow rate of fire, the high-tension bow offers a silent method of assassination at a medium range. In a fix, you can even wield it as a club and use its melee Counter Kill to fend off an assailant. The Blacksmith's price of 175 florins per Crossbow Bolt almost makes that look preferable unless you can loot ammunition from those who use it.



The biggest drawback is getting close enough to Lock on your target, so you will still need to find a good sniper spot before drawing your weapon. To stay hidden, aim to catch them on their approach so that you can fire as soon as they step in range. To aim the Crossbow, press the Weapon Hand Button and hold until the line-of-sight indicator is fully focused as a single beam (Fig. 6). The longer it is aimed, the more accurate and powerful the bolt: though be warned that intervening objects – including civilians and other guards straying into the path – can block your shot. You may also charge the shot while walking toward your target, firing as soon as you have them locked.

Over the course of the game, you can acquire Crossbow Quivers with a larger capacity, up to a maximum of 25 bolts.

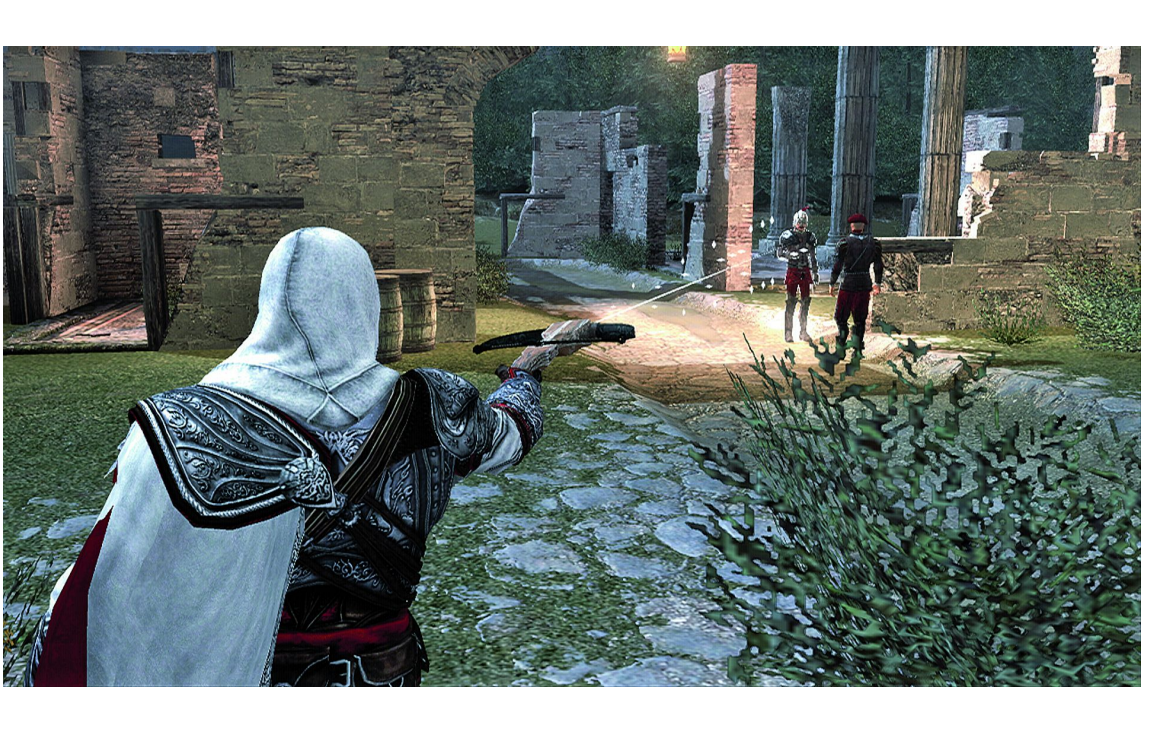


Figure 06

Crossbow Upgrades

Name	Capacity / Upgrade	Price (f)	Availability
Small Quiver	15	-	Comes with the Crossbow
Medium Quiver	+5	6,700	Unlocked by acquiring the Crossbow
Large Quiver	+5	-	Tailor Shop Quest

Smoke Bombs

Depending on the situation, the Smoke Bomb can be a weapon of confusion and paralysis or a means of escape. The sound of the flashbang causes an audible and visible commotion to attract the attention of guards. The billowing smoke expands rapidly in a 4-meter radius and lasts 8 seconds (Fig. 7), granting Ezio a chance to flee or to perform instant Assassination techniques.

Those caught by the Smoke Bomb will experience the following detrimental effects:

- Anyone inside or entering the cloud will be dazed until it clears.
- Dazed guards are considered to be blind, stunned and unable to move or fight.
- Guards will recover if knocked outside the area of effect.
- Allies are unaffected, granting an immediate advantage in group battles.

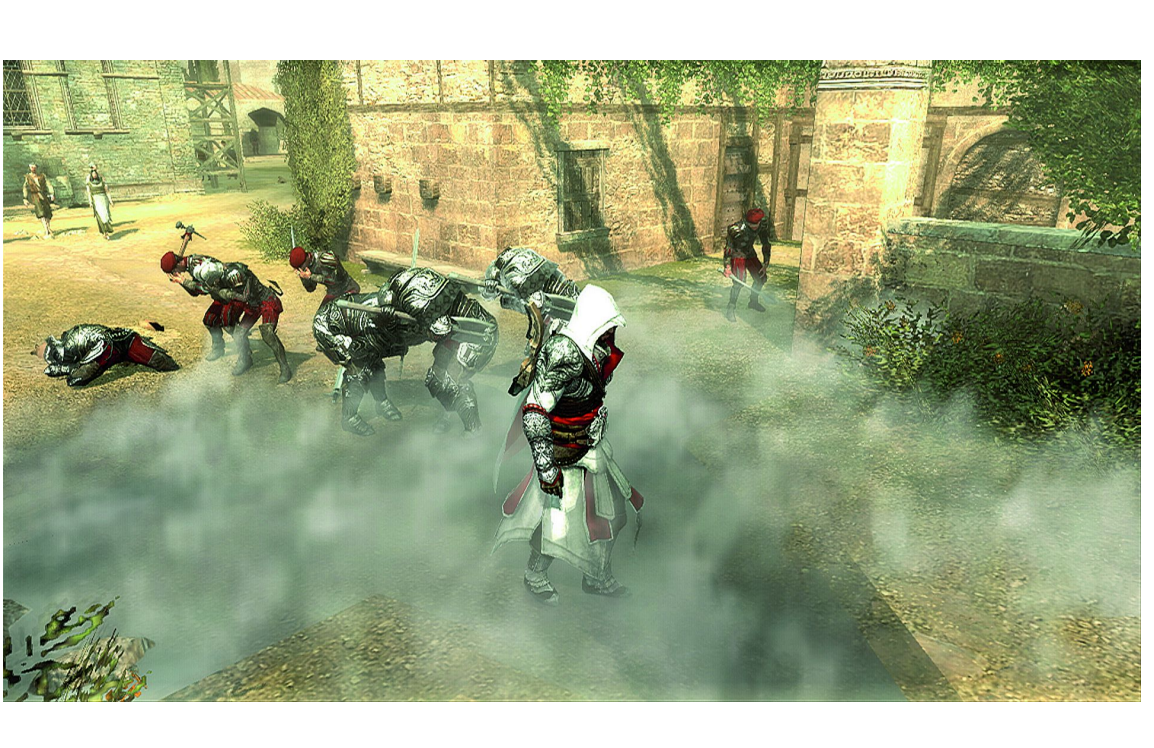


Figure 07

Assassins Guild members of level 5 and above will also start to carry and use Smoke Bombs. Any guard who sees an Assassin throw a Smoke Bomb will consider it a provocation and give chase. And though civilians will avoid the cloud, guards will be prepared to enter if their patrol route or sense of duty compels them.

Smoke Bomb Attributes

Name	CAPACITY	Price (f)	Availability
Smoke Bomb Pouch	3 (no upgrades)	9,200	Sequence 03

Pistol

Developed from a Codex page by Leonardo da Vinci, this small Pistol can fire with lethal accuracy over short to medium range, but the noise and flash of the gunpowder discharge will attract attention.

The Pistol is very similar to the Crossbow in its use: aim by holding the Weapon Hand Button until the line-of-sight indicator is fully focused as a single beam, then release to fire. The longer you aim, the more accurate and powerful your shot will be. You cannot move while aiming, but you may cancel the shot at any time with the Target Lock Button.

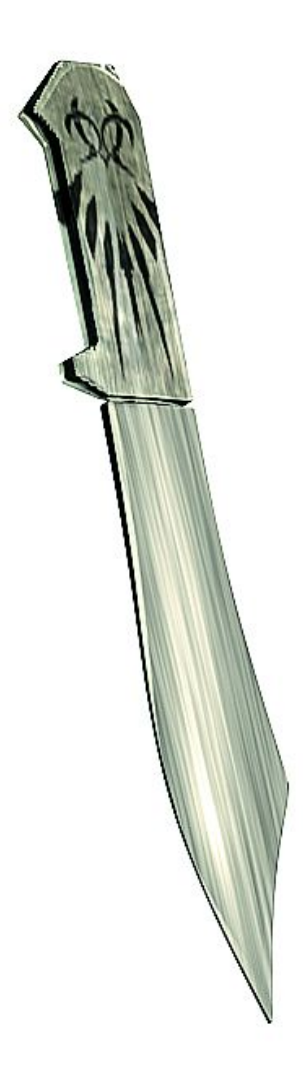
The Pistol shoots Bullets of small, round lead shot, capable of piercing armor, that must be obtained from a Blacksmith or looted from guards who bear firearms. At 175 florins a shot, you would hope they might appreciate the send-off.

Pistol Upgrades

Name	CAPACITY	Price (f)	Availability
Smoke Bomb Pouch	3 (no upgrades)	9,200	Sequence 03

Throwing Knives

Throwing Knives are held in a specially designed Belt, allowing them to be plucked and thrown in one swift movement. When time is not an issue, it is better to Lock on to a target and take aim slowly. This will cause an instant stealth kill on lesser foes but higher ranks will take 2-3 Knives to put down.



Acquire the Knives with your first Belt and purchase more from the Blacksmith for 75 florins each. Over the course of the game, cumulative Knife Belt Upgrades can be purchased to increase your carrying capacity. Combine this with looted supplies from bodies to maintain a healthy stock, ever ready to silence a sentry on the rooftops. When moving stealthily in water, note that the Knives can also be thrown from the surface while swimming.

Knife Belt Upgrades

Name	Capacity / Upgrade	Price (f)	Availability
Initial Knife Belt	5	-	-
Knife Belt Upgrade	+5	1,900	Sequence 04
Knife Belt Upgrade	+5	3,100	Sequence 07
Knife Belt Upgrade	+5	6,100	Open 4 Tailor Shops
Knife Belt Upgrade	+5	10,300	Open 8 Tailor Shops

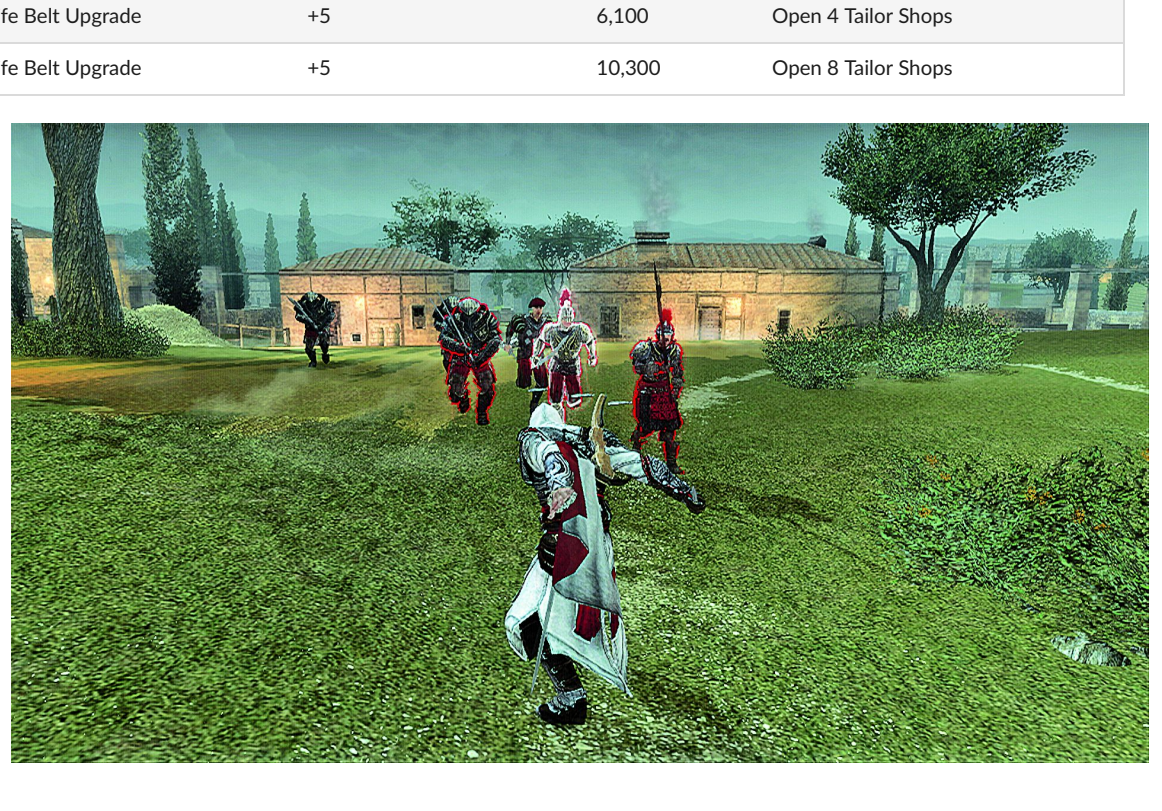


Figure 08

Special Attack: Flying Knives

Dual Wielding

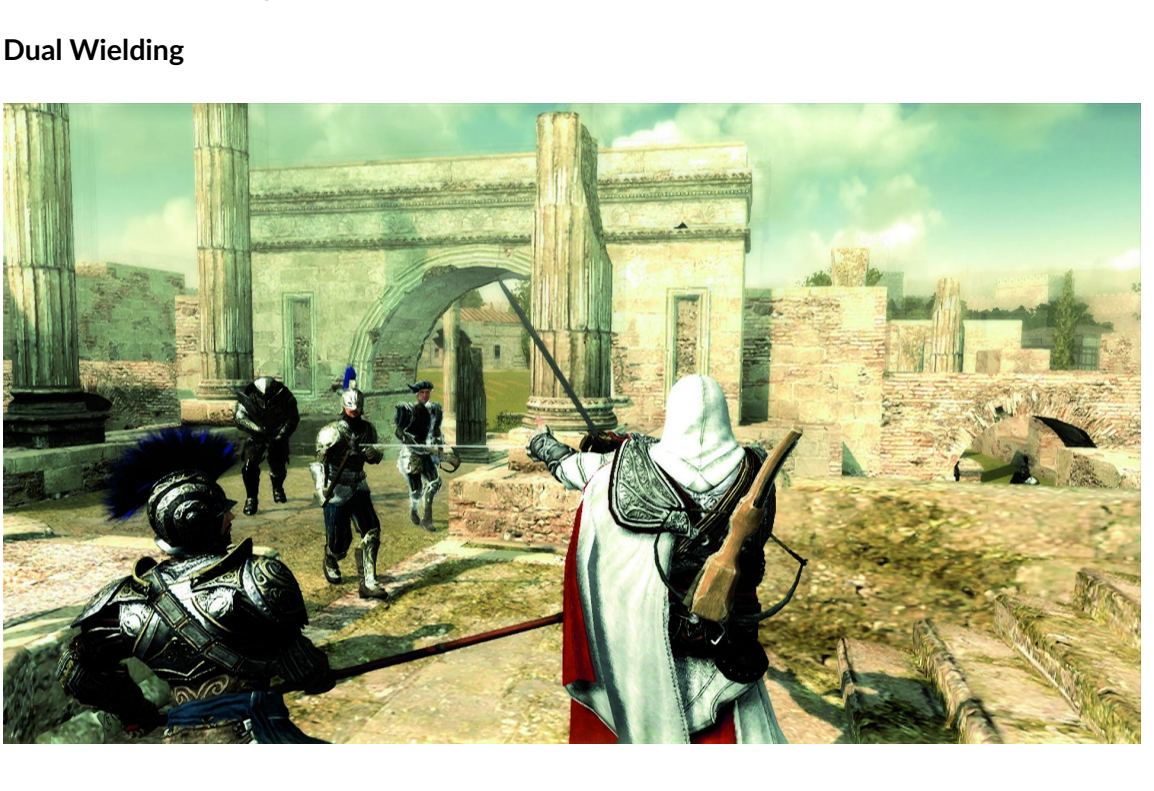


Figure 09

It is now possible to launch ranged attacks while having your melee weapon drawn. Using the same contextual rule for throwing Long and Heavy weapons, the necessary condition is for Ezio to be Locked onto a target well beyond melee distance. With a Small weapon equipped in one hand, Ezio will be able to flick a Throwing Knife from his Belt with the other and can even charge the move for a flurry of Flying Knives. With his Medium weapon drawn, he will raise his Pistol arm and begin taking aim (Fig. 9). The intended advantage of this will become apparent when your enemies also boast ranged attacks, or when the infantry you've engaged receive some cavalry support in the form of a mounted patrolman. Note that the Poison Blade and Poison Darts cannot be used in Fight Mode – the Hidden Blade is automatically selected instead.

Dual Wielding Combinations

Medium weapon + Pistol		
Small weapon + Throwing Knives	10	10
Poison Blade + Poison Darts	10	10

Poison

Doses of Poison are openly available from the Doctor for 175 florins, but they can only be administered at first with the Poison Blade. Until the introduction of Poison Darts, Ezio must get close to his target and prick them with the slim Poison Blade before retreating.

Poison Vial Upgrades

Name	Capacity / Upgrade	Price (f)	Availability
Small Poison Vial	5	-	-
Medium Poison Vial	+5	2,800	Sequence 06
Large Poison Vial	+5	8,100	Open 8 Tailor Shops

The symptoms of Poison are as dramatic as they are unpleasant. The victim stumbles around madly at first, clutching at others as the toxin moves quickly through their bloodstream. After 15 seconds they will flail and shout incoherently, accidentally attacking others if brandishing a weapon (Fig. 10). This draws the attention of bystanders and the guards, creating a diversion for escape if needed, and in another 15 seconds the victim will be dead.

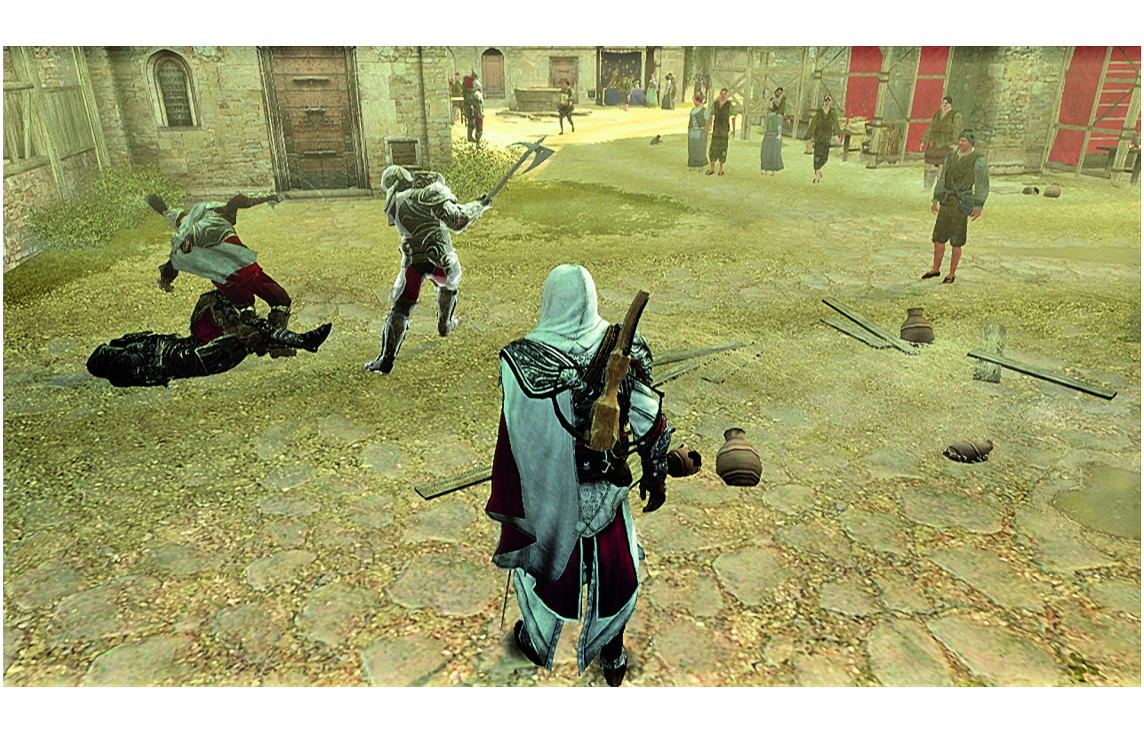


Figure 10

Another useful product of Leonardo's inspired tinkering, the poison chamber of the Hidden Blade has been equipped with a propelled delivery system. When used on a target at range, it fires silent Poison Darts that inject the victim with a deadly dose. The effects of the Poison are unchanged but the ability to terminate an enemy stealthily without getting close, or to create a disturbance from a distance, benefits many situations.

The Fast Poison upgrade reduces the time and suffering of the victim, making the Poison Dart a quicker means of dispatch. When unlocked, the Fast Poison automatically replaces all of the ordinary Poison vials sold through the Doctor's Apothecary.

Poison Darts & Fast Poison Attributes

Name	Capacity	Availability
Poison Darts	As per Poison Blade	Sold by Leonardo
Fast Poison	-	Medical Shop Quest

Medicine

Doctors can be found practising their leechcraft on the streets of Rome, and for 50 florins they refill Ezio's Health Meter. They also sell Medicine containers under the category of Apothecary Supplies, and their Medicine may be consumed at any time to heal Ezio.

You can purchase larger Medicine Pouches from Tailor Shops to increase the amount of Medicine containers that Ezio can carry. In emergencies, remember that Medicine can often be looted from the dead.

Medicine Pouch Upgrades

Name	Capacity / Upgrade	Price (f)	Availability
Small Medicine Pouch	5	-	Sequence 01
Medium Medicine Pouch	+5	2,500	Sequence 05
Large Medicine Pouch	+5	6,200	Open 4 Tailor Shops

Reference and Analysis

Equipment

There are several ways of saying goodbye in Italian, and Assassin's Creed Brotherhood will give you plenty of chances to practise them all when it comes to your hard-earned cash.

Until Ezio has established some regular sources of income, he'll need to resort to some of his older tricks before he'll be able to afford the equipment he needs. His methods of raising money are as follows:

Mission Rewards: All of the main and optional memories reward the player's efforts with a money prize. They may be delivered to Ezio through the plot, collected incidentally, or awarded on successful completion, but they all pay up.

When completing Secret Location/Lair challenges, some of the optional rewards available may require extra effort and ingenuity to secure: these are simply in addition to what you will earn from reaching the end of the memory.

Looting & Stealing: Looting the dead will draw the disdain of the crowd and the attention of the guards, but this is a way of remaining self-sufficient when it comes to basic supplies of Medicine and ammunition. As for stealing, Roman society recognizes three classes of citizen in its social strata.

An eye for heavy robes and heavier purses (Fig. 1) will maximize your yield to an average of 110 florins per 5 nobles. You can Fast Walk in Low Profile to steal in quick succession, but be warned that male citizens are keener to pick a fight if they suspect a thief.

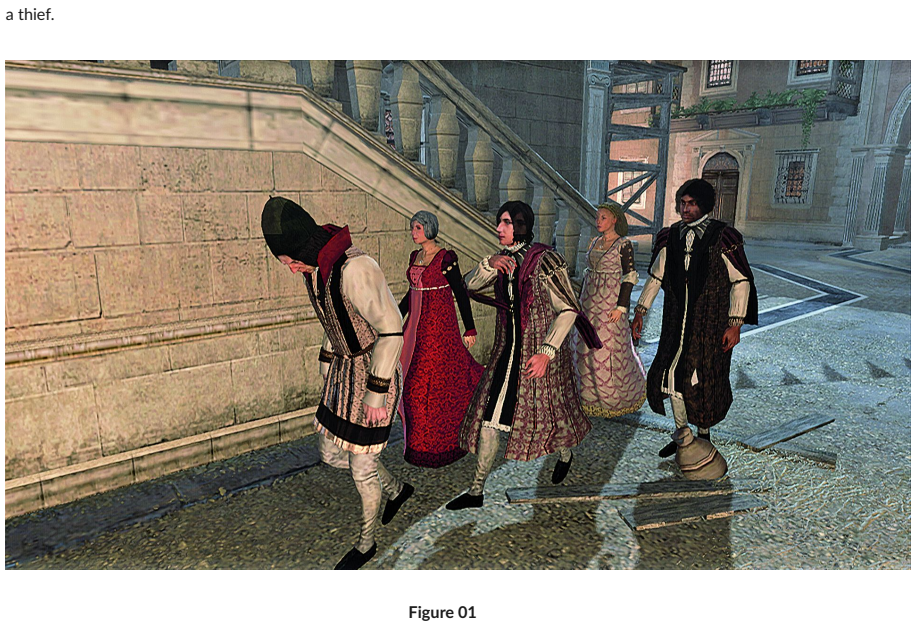


Figure 01

Civilian Class	Loot Range (f)
Poor	7-12
Middle Class	12-19
Rich	19-25

Treasures: Hidden in forgotten cellars or guarded by Borgia sentries, riches await in Rome's many Treasure Chests. Some conceal rare luxuries, which can be exploited for commercial gain as Trade Items. Other Treasure Chests may contain hundreds or even thousands of florins for the taking. You will spot the unopened containers by their Animus effect, and may also purchase Maps that reveal their locations.

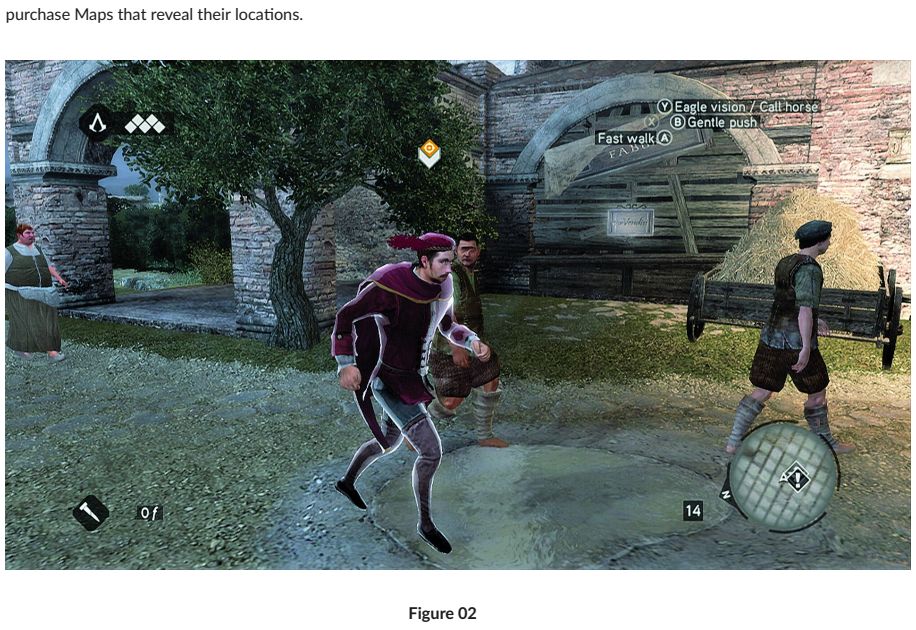


Figure 02

Borgia Couriers: Mingling discreetly with the citizens, Borgia Couriers can nevertheless be identified by a red cap and cape (Fig.2). These trusted runners will flee over river and rooftop if alerted to danger, escaping easily unless cunningly ambushed or skilfully overtaken. Intercepting the delivery will yield an exceptional loot haul of 1,500 florins, but with the automatic penalty of 100% Notoriety if you murder the courier instead of simply tackling him.

Assassin's Guild Contracts: Sending your men on missions across Europe not only trains up recruits but also benefits your Guild with a significant cut of the blood money.

Fight Ring: The Mercenaries Guild is home to a special training ground where Ezio can fight other men and bet money on the outcome of the battle. This Fight Club can be used to make decent amounts of money in very little time.

Rebuilding Rome: Ezio's liberation of the city from Borgia control and taxation opens up business opportunities for local traders. Investment in these businesses will, in time, return a regular income and allow you to maximize your Shop discounts before purchasing the finest equipment.

Health and Equipment

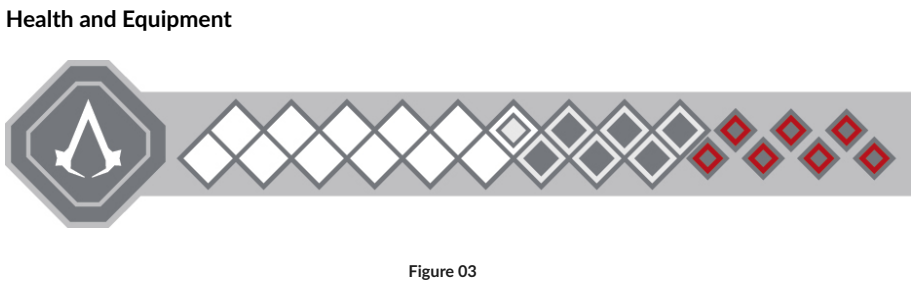


Figure 03

Each piece of armor is rated by the number of Health Squares it adds to the Health Meter. Equipping the best armor that you can purchase for each of the four body locations will thus significantly increase your Health Meter.

Each piece of armor also has a Resistance value that indicates how much damage it can absorb before breaking. This is represented in the game's inventory screens by a star rating, but our tables reveal the exact Hit Point values.

The combat system doesn't distinguish hit locations, such that a blow to the legs would only affect greaves. Instead, every blow endured affects every piece of armor worn. For every Hit Point of damage Ezio suffers, each of his pieces of armor will take a point of damage. When the damage reaches or exceeds the Resistance value, the armor will break. Those extra Health Squares no longer provided by a broken piece of armor appear on the Health Meter as red blocks (Fig. 3), indicating the extent of the damage. Only the Repair services of a Blacksmith will then restore them.

Health Square Status

	Symptom	Remedy
◆	Health Square: full	-
◇	Health Square: half-emptied	Avoid taking further damage for a few seconds.
◈	Health Square: empty	Have a Doctor heal you, or use Medicine.
❖	Health Square: damaged armor	Have the corresponding piece of armor repaired by a Blacksmith.

Injury and Death

Each Health Square is a symbol representing 4 Hit Points in the underlying combat system. Because the damage calculations aren't always neat, an attack can leave one Health Square just partially emptied. But there's a minor recovery mechanism to exploit: if you avoid taking further damage for a few seconds, a block that is incomplete but not fully empty will regenerate to a full white Health Square.

Ezio can also be injured by falling too far. His agility allows him to drop distances of under 8 meters safely, and pushing forward on the Movement Stick will prompt him to roll on touchdown (Fig. 4) for a safe landing from 12 meters. Otherwise, he will sustain damage based on the height of the fall:

- 30% of total Health lost when falling over 8 meters.
- 50% of total Health lost when falling over 12 meters.
- 75% of total Health lost when falling over 16 meters.
- Death (Desynchronization) occurs after falling 20 meters or more.

Ezio cannot die unless he is hurt further after being reduced to zero Hit Points, whereupon he enters a Critical State indicated by the screen flashing red and white. An injury in this condition will mean instant Desynchronization, but if he manages to avoid further damage for a few seconds then one Health Square will be restored to his bar.

Armor Types

Having escaped the fall of Monteriggioni in his shirt, Ezio must collect new armor as the game unfolds. Protection can be worn on the arms, legs, shoulders and chest, equating to four slots in which items can be equipped (Fig. 5). Because there is no consideration of hit location when taking damage, it's more effective to fill any empty slots first before considering an armor upgrade to an existing piece.

There are four grades of armor to unlock over time, plus a complete suit of secret armor that cannot be purchased from merchants.

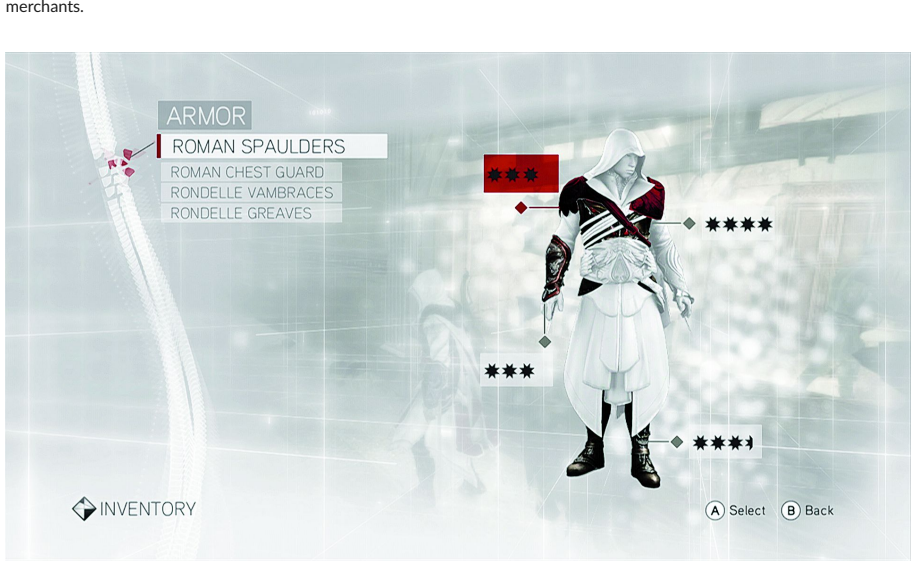
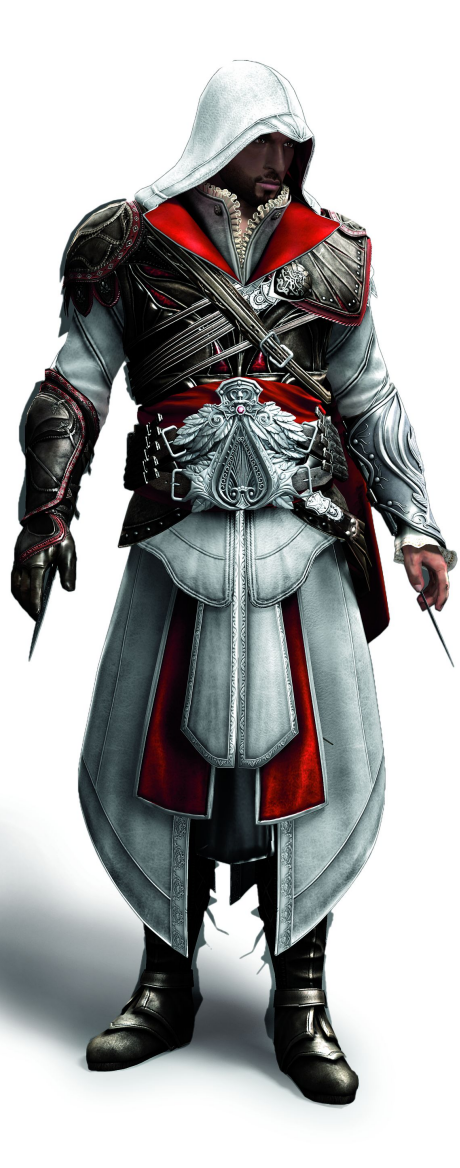


Figure 04

Armor Upgrade Level 1:

Roman Armor



Armor Upgrade Level 2:

Rondelle Armor

Armor Upgrade Level 3:

Plate Armor

Armor Upgrade Level 4:

Seusenhofer Armor

Armor Upgrade Level 5:

Armor of Brutus

Arms

Gauntlets and gloves would constrict movement, so Assassins favor a simple forearm protection that leaves the hands free for climbing, stealing and other acts of dexterity. Note that you need to buy the Double Blade from Leonardo to be able to wear Vambraces.

Arms Armor

Name	Health Squares	Resistance	Hit Points	Availability
Roman Vambraces	◆	✱✱	200	Sequence 04, Memory 08
Rondelle Vambraces	◆	✱✱✱	300	Sequence 05, Memory 02
Plate Vambraces	◆	✱✱✱✱	400	Sequence 06, Memory 02
Seusenhofer Vambraces	◆◆◆	✱✱✱✱✱✱	600	Sequence 07, Memory 03

Legs

Free running demands light armor and free, unencumbered movement. The compromise that the Assassin always has to make is that heavier armor would clank and clatter, weighing them down when tested by attempted stealth or a sudden desire to escape by swimming. These shin pads accommodate the wearing of softer boots for sneaky approaches and extend to a reinforced knee grip or spike to aid climbing.

Legs Armor

Name	Health Squares	Resistance	Hit Points	Availability
Roman Greaves	◆	✱✱½	250	Sequence 03
Rondelle Greaves	◆◆	✱✱✱½	350	Sequence 05, Memory 02
Plate Greaves	◆◆	✱✱✱✱½	450	Sequence 06, Memory 02
Seusenhofer Greaves	◆◆◆	✱✱✱✱✱✱½	650	Sequence 07, Memory 03

Shoulders

These flexibly moulded pads and bands are designed to protect the neck and shoulders by deflecting blows away from the body. They also prevent dislocating injuries to Assassins who like to barge through crowds or catch a fleeing target with a headlong flying tackle.

Shoulder Armor

Name	Health Squares	Resistance	Hit Points	Availability
Roman Spaulders	◆	✱✱✱	300	Sequence 02, Memory 03
Rondelle Spaulders	◆◆	✱✱✱✱½	450	Sequence 06
Plate Pauldrons	◆◆◆	✱✱✱✱✱½	550	Sequence 07
Seusenhofer Pauldrons	◆◆◆◆	✱✱✱✱✱✱✱	700	Blacksmith Shop Quest

Chest

While a full chest plate would rule out abdominal flexibility, this composite arrangement of breast armor protects the most likely target spot for a fencing thrust or sniper's bolt. A knife in the back is a professional hazard, so the armor also extends all the way around the upper torso.

Chest Armor

Name	Health Squares	Resistance	Hit Points	Availability
Roman Chest Guard	◆◆	✱✱✱✱	400	Sequence 05
Rondelle Chest Guard	◆◆◆	✱✱✱✱✱	500	Sequence 06
Plate Chest Guard	◆◆◆◆	✱✱✱✱✱✱	600	Sequence 07
Seusenhofer Chest Guard	◆◆◆◆◆	✱✱✱✱✱✱✱✱	800	Blacksmith Shop Quest

Complete Set

The Armor of Brutus is a unique set of armor that must be worn as a complete suit. Tougher than all the others, it cannot be dented and never needs repair.

Armor of Brutus

Name	Health Squares	Availability
Vambraces of Brutus	◆◆	To obtain this set, you must collect six Keys of Romulus from Followers Lairs and use them to unlock a secret gate.
Greaves of Brutus	◆◆◆	
Pauldrons of Brutus	◆◆◆◆	
Chest Guard of Brutus	◆◆◆◆◆◆	

Capes

The cape is one of the marks of rank and office, openly proclaiming an allegiance and asking to be recognized by those who would challenge your authority. You may examine and swap capes in the Inventory section of the game menu by selecting the Outfits option.

Auditore Cape

Unlocked by completing the Rome rebuilding metagame to 100%, this cape demonstrates that the city has replaced an old tyranny with a new master. Originally handcrafted by Maria Auditore in mourning for a lost child, this cape makes Ezio permanently Incognito – a very useful feature when you wish to explore the various districts and obtain their many collectibles without being harassed by guards. Once you remove the cape, your Notoriety gauge will return to its original level.

Borgia Cape

Unlocked by collecting 100 Borgia Flags, this cape disguises Ezio as one of his sworn enemies – again making him permanently Incognito.

MEDICI & VENETIAN CAPES

Unlocked by reaching Level 30 on the "Assassin's Creed: Project Legacy" Facebook game, the Medici Cape (left) and the Venetian Cape (right) are only cosmetic accessories. They have no influence whatsoever on Ezio's Notoriety.

Parachute

Unlocked by completing all four of Leonardo's War Machine missions, Parachutes are single-use items, opening when Ezio is airborne and discarded when he touches down or releases the guiding ropes. Visit Tailors to buy refills and acquire larger Bags that will permanently increase the maximum number of Parachutes that can be carried in readiness for a mission.

Climb Leap Glove

Another gadget innovation from the mind of Leonardo da Vinci, the Climb Leap Glove enhances the scaling capacity of the climber. Enabling the Climb Leap maneuver, it grants the wearer the ability to make a vertical jump from a wall and reach higher hand-holds than before. This can be used to find (otherwise inaccessible) collectibles, such as Treasure Chest #3 at the very end of the Leader of the Pack Followers Lair. It also strengthens your punches in unarmed combat.

The Climb Leap Glove is only available from Leonardo and appears in Sequence 04 at a cost of 6,100 florins.

Ezio's Appearance

Once the basics are covered, Ezio may divert some of his income toward the sartorial elegance that is deserved of a major player in Roman political affairs. The Tailor now offers 15 new clothes and cape dyes, devoid of any gameplay influence and included purely for the pleasure of defining Ezio in your chosen style and aesthetic.

There's room for fun too. From the Inventory Outfits menu, you can choose from your unlocked skins to play with different appearances of Ezio while enjoying the main game.

Florentine Noble Attire

– This is the appearance of the teenage Ezio as we see him in the Cristina Vespucci Memories, harking back to the early sequences of Assassin's Creed II. You can unlock it on Ubisoft's Uplay service in exchange for two tokens.

Altaïr's Robes

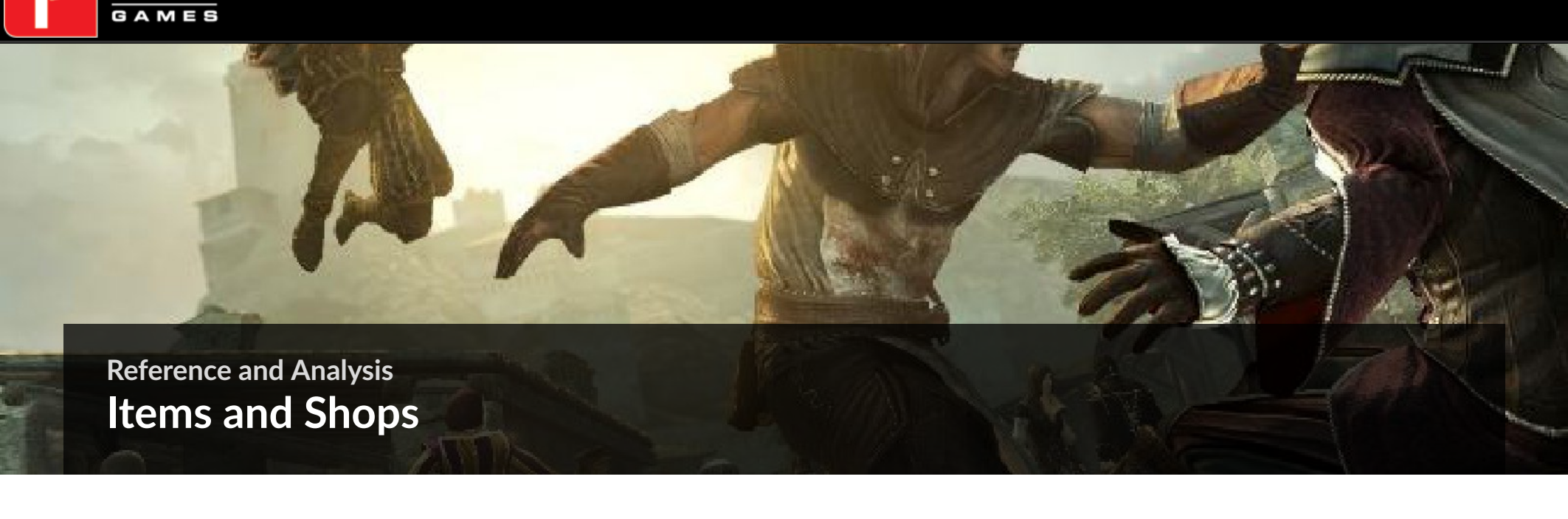
– The original eagle. Ezio may pass for his ancestor with this Holy Land version of the assassin's robes. You can unlock it on Ubisoft's Uplay service in exchange for two tokens.

Armor of Altaïr –

The Armor of Brutus of its day, this reward allows the Assassin's Creed II player to relive some of their finest moments with an improved move set. You can unlock it on Ubisoft's Uplay service in exchange for two tokens.

Raiden Skin

– In homage to the VR-trained cybernetic ninja from Metal Gear Solid 4, this is the reward for receiving at least a Bronze Medal in every single Virtual Training mission.



Reference and Analysis

Items and Shops

Trade Items

Trade Items are goods whose main purpose is to be traded in Shops. The usual method of acquiring these items is by finding and ransacking Treasure Chests, both those in Rome and in other areas such as Followers Lairs.

But you can also loot them from various targets such as Bandits, Pickpockets, Borgia Couriers or Wolfmen; or you may receive them in reward for sending Assassins Guild recruits on Contracts.

There is a specific use for certain Trade Items in fulfilling Shop Quests (more on these shortly), so you should save these to take to the relevant store owners. Consult the tables below to find out which items are involved; all other goods (those not required for Shop Quests) can be considered as fit for trade.

Indeed they are only useful for their cash value, and you can maximize your return by studying our table to find the most profitable buyer in the market. The best sale prices are highlighted in red.

Trade Item Sale Prices (f)

Name	⚒	🧵	✒	✚	Shop Quest
Aconite	460	276	460	598	✓
Alum	522	870	870	1,131	✗
Ambergris	535	696	535	321	✓
Buddhist Prayer Beads	267	445	445	579	✓
Cardinal's Purple Dye	530	689	530	318	✓
Claddagh Ring	135	176	135	81	✗
Coffee Beans	143	110	66	110	✗
Copper Ore	169	130	78	130	✗
Elephant Ivory	550	330	715	550	✓
Gold Ingot	715	550	330	550	✗
Green Jasper	465	465	605	279	✗
Incense	12	20	20	26	✗
Indian Diamond	900	900	1,170	540	✓
Jar of Leeches	6	10	10	13	✗
Jeweled Headdress	470	611	470	282	✗
Nutmeg	163	75	125	125	✓
Papaver Silvaticum	294	490	490	637	✓
Piper Nigrum	1,092	505	840	840	✗

Shops

The open world of Assassin's Creed Brotherhood begins with most Shops closed for business, boarded up by order of Borgia Captains. Capturing the local Borgia Towers is therefore essential before commercial development can take place.

Once a district has been freed, you can pay a renovation fee to open any establishment in the region and so commence trading with its newly installed vendor. As you restore more and more Shops, these will expand the selection of articles they sell while reducing the cost of existing stock by 5%, 10% and 15%. The prices listed in this chapter will thus decrease favorably depending on the discounts you have unlocked.

Name	⚒	🧵	✒	✚	Shop Quest
Pomander	115	150	115	69	✓
Quicksilver	315	525	525	683	✗
Rabbit's Foot	15	9	20	15	✗
Red Jasper	460	460	598	276	✗
Saffron	702	324	540	540	✗
Sapphire	550	550	715	330	✗
Shrunken Head	440	132	11,000	440	✓
Silk	480	624	288	480	✓
Silver Ore	624	480	288	480	✗
Tartar Emetic	455	273	455	592	✗
Terracotta Pot	120	72	156	120	✓
Tomatoes	150	115	69	115	✓
Totem	64	105	105	137	✓
Velvet	830	1,079	499	830	✗
Venetian Poison Ring	445	267	445	579	✗
Vlad The Impaler Coins	530	318	689	530	✓
Wool	450	585	270	450	✗

> **Note**
>
> The stores on Tiber Island (around Ezio's Hideout) are unique in that they also offer Shop Quests. By supplying these vendors with specific Trade Items, you can acquire valuable rewards.

Blacksmiths

Supplying Ezio's equipment is the Blacksmith's primary source of income, and he derives further revenue from maintaining it in a decent condition.

Article Selection

Buying an item at this Shop will also equip it, and you can use any Blacksmith or Ezio's Hideout to switch back to a weapon you already bought.

Blacksmiths: Shop Selections (f)

Armor

Name	Price (f)	Availability
Roman Greaves	1,100	Sequence 03
Roman Vambraces	1,000	Sequence 04, Memory 08
Roman Spaulders	900	Sequence 02, Memory 03
Roman Chest Guard	2,500	Sequence 05
Rondelle Greaves	3,200	Sequence 05, Memory 02
Rondelle Vambraces	2,900	Sequence 05, Memory 02
Rondelle Spaulders	5,100	Sequence 06
Rondelle Chest Guard	5,700	Sequence 06
Plate Greaves	6,500	Sequence 06, Memory 02
Plate Vambraces	6,000	Sequence 06, Memory 02
Plate Pauldrons	9,200	Sequence 07
Plate Chest Guard	9,900	Sequence 07
Seusenhofer Greaves	12,000	Sequence 07, Memory 03
Seusenhofer Vambraces	11,200	Sequence 07, Memory 03
Seusenhofer Pauldrons	-	Blacksmith Shop Quest (see box-out)
Seusenhofer Chest Guard	-	

Small Weapons

Name	Price (f)	Availability
Stiletto	300	Sequence 02, Memory 03
Knife	700	Sequence 03
Bone Dagger of Romulus	1,900	Sequence 04
Dagger	6,250	Sequence 06
Notched Cinquedea	8,600	Sequence 07
Butcher Knife	5,000	Open 5 Blacksmith Shops

Medium Weapons

Name	Price (f)	Availability
Common Sword	-	Sequence 02
Roman Longsword	1,400	Sequence 03
Sicilian Rapier	2,600	Sequence 04
Mercenario War Hammer	2,750	Sequence 04
Venetian Falchion	5,700	Sequence 05
Lucerne Hammer	6,370	Sequence 05
Old Syrian Sword	8,800	Sequence 06
Schiavona	10,400	Sequence 07
Condottiero Mace	11,600	Sequence 07
Milanese Sword	15,700	Sequence 08
Condottiero War Hammer	17,200	Sequence 08
Cavalieri Mace	6,400	Open 5 Blacksmith Shops
Captain's Sword	-	Blacksmith Shop Quest (see box-out)

Heavy Weapons

Name	Price (f)	Availability
Bearded Axe	7,000	Sequence 02
Bastard Sword	12,400	Sequence 06
Stocco	17,000	Sequence 07
Spadone	26,100	Open 10 Blacksmith Shops
Spada Lunga	-	Blacksmith Shop Quest (see box-out)

Ranged Weapons

Name	Price (f)	Availability
Crossbow	12,800	Sequence 02

Small Weapons

Name	Price (f)	Availability
Throwing Knife	75	Sequence 02
Pistol Bullet	175	Sequence 02
Crossbow Bolt	175	Sequence 02
Smoke Bomb	350	Sequence 02

Repair

When your Health Meter starts showing stubborn red blocks (), you are wearing broken armor. Restoring the lost Health Squares can only be achieved through the Repair service of a Blacksmith.

Repair costs depend on the type of armor concerned, as shown in the table below. These prices will also be reduced by the trade discount.

Repair Costs

Armor Type	Cost (f)
Roman	30
Rondelle	60
Plate	100
Seusenhofer	150

Blacksmith Shop Quests

Name	Trade Items Required	Availability	Reward
Faith	Terracotta Pot (x3) Totem (x2) Buddhist Prayer Beads (x2)	Sequence 02	Captain's Sword
Exotica	Shrunken Head (x2) Elephant Ivory (x3) Indian Diamond (x3)	Sequence 05	Seusenhofer Pauldrons & Seusenhofer Chest Guard
Blood Money	Vlad The Impaler Coins (x7)	Sequence 06	Spada Lunga

Tailors

These masters of cloth, thread and detail can increase your maximum capacities for supplies, as well as tending to more frivolous concerns.

Dye Outfit

In keeping with the times, Renaissance fashion is sumptuous and often costly. Assassin's Creed Brotherhood grants separate color customization of clothes and capes. There are no gameplay or camouflage advantages to any of the schemes on offer, so this is purely for the satisfaction of your aesthetic sensibilities. If you change your mind, you can revert to your default colors at no further cost.

Dye Colors

Color	Clothes Price (f)	Cape Price (f)	District
Assassin White	-	-	All
Roman Stone	170	110	Centro
Venetian Azure	280	240	Centro
Venetian Wine	820	220	Centro
Florentine Scarlet	1,020	320	Centro
Roman Gilded Onyx	1,500	350	Centro
Florentine Crimson	2,870	550	Centro
Tuscan Ochre	170	100	Campagna
Tuscan Copper	500	180	Campagna
Tuscan Ember	710	270	Campagna
Tuscan Emerald	2,170	520	Campagna
Wetlands Ivory	160	100	Antico
Roman Olive	400	190	Antico
Wetlands Auburn	970	310	Antico
Wetlands Ebony	2,350	580	Antico

Capacity Upgrades

The Tailor's hidden value to an Assassin rests in his ability to sew Pouches, Belts, Quivers and Bags that extend the amount of consumable one-use items that Ezio can carry. Tailors also sell Parachute refills for 200 florins.

Tailor Accessory Upgrades

Name	Capacity /Upgrade	Price (f)	Availability
Medium Poison Vial	+5	2,800	Sequence 06
Large Poison Vial	+5	8,100	Open 8 Tailor Shops
Knife Belt Upgrade	+5	1,900	Sequence 04
Knife Belt Upgrade	+5	3,100	Open 4 Tailor Shops
Knife Belt Upgrade	+5	6,100	Sequence 07
Knife Belt Upgrade	+5	10,300	Open 8 Tailor Shops
Medium Medicine Pouch	+5	2,500	Sequence 05
Large Medicine Pouch	+5	6,200	Open 4 Tailor Shops
Medium Quiver	+5	6,700	Acquire the Crossbow
Large Quiver	+5	-	Tailor Shop Quest (see box-out)
Smoke Bomb Pouch	3	9,200	Sequence 02
Heavy Sheath	-	8,250	Sequence 02
Medium Bag	+5	5,200	Complete all War Machine missions and acquire the Parachute Bag from Leonardo
Large Bag	+5	8,450	

Tailor Shop Quest

Name	Trade Items Required	Availability	Reward
Pulling Threads	Silk (x8) Cardinal's Purple Dye (x5)	Acquire the Crossbow	Large Quiver

Paintings

Art Merchants offer you the chance to acquire genuine historical works of art, with each purchase taking its place on the walls of Ezio's Hideout and counting toward 100% game completion.

Paintings List

Name	Price (f)	District	Availability
Angel	120	Centro	Sequence 02
St. Michael	290		
Resurrection of Christ	3,120		
Mond Crucifixion	7,900		
Self Portrait	38,700	Centro	Sequence 08 or collect 15 Borgia Flags
Vision of a Knight	210	Antico	Sequence 02
Angel	460		
Madonna Solly	2,800		
St. George	8,500		
Young Man with an Apple	24,000	Antico	Sequence 08 or collect 15 Borgia Flags
The Marriage of the Virgin	175	Campagna	Sequence 02
St. Sebastian	420		
Portrait of Pietro Bembo	1,600		
Madonna del Cardellino	8,100		
Christ Blessing	21,500	Campagna	Sequence 08 or collect 15 Borgia Flags

Treasure Maps

The Art Merchant offers another useful service to completists in the form of maps to all of Rome's Treasure Chests, Borgia Flags and Feathers. Treasure Maps are graded by the Trade Items they reveal, with common Treasures holding least value and noble Treasures the highest.

Treasure Maps List

Common Treasure Chests

Map Name	Art Merchant	Price (f)	Availability
Centro Treasures 1	Centro	530	Sequence 02
Antico Treasures 1	Antico	570	Sequence 04
Campagna Treasures 1	Campagna	500	Sequence 04

Merchant Treasure Chests

Map Name	Art Merchant	Price (f)	Availability
Centro Treasures 2	Centro	825	Sequence 05
Antico Treasures 2	Antico	760	Sequence 06
Campagna Treasures 2	Campagna	720	Sequence 07

Noble Treasure Chests

Map Name	Art Merchant	Price (f)	Availability
Centro Treasures 3	Centro	1,200	Open 7 Art Merchants Shops
Antico Treasures 3	Antico	1,300	
Campagna Treasures 3	Campagna	1,150	

Borgia Flags and Rare Maps

Map Name	Art Merchant	Price (f)	Availability
Centro Flags	Centro	20,300	Finish the game, or collect 25 Borgia Flags
Antico Flags	Antico	20,120	
Campagna Flags	Campagna	19,900	
Vaticano Flags	Centro	19,750	
Feathers	All	20,500	
Vaticano Treasures	Centro	-	Art Merchant Shop Quest (see box-out)

Art Merchant Shop Quest

Trendsetting

Trade Items Required	Availability	Reward
Pomander (x2) Ambergris (x3) Papaver Silvaticum (x1)	Sequence 02	Vaticano district Treasure Map

Tunnel Network

District: Centro

Tunnel Entrance
Tiber Island Hideout
Piazza del Popolo
Augustus Mausoleum
Pantheon
Campidoglio
Rosa in Fiore
Tevere Port

District: Campagna

Tunnel Entrance
Barracks
Northern Campagna
Southern Campagna
Castra Praetoria
Thermae of Diocletian
Colle Viminale

District: Antico

Tunnel Entrance
Colosseum
Porta Nomentana
Palazzo Laterano
Thermae of Caracalla
Thieves Guild
Roman Forum

Doctors

With many practitioners still wearing their characteristic bird-masks to restrict foul vapors, Doctors are not hard to spot. They will heal you completely for 50 florins (except for those Health Squares relating to broken armor).

When you have renovated at least one Doctor's Shop within a district, Doctors with green handcarts will also spawn on the streets to improve access to medical care.

Name	Price (f)	Availability
Medicine	75	Sequence 02
Poison	175	Sequence 02
Fast Poison	175	Medical Shop Quest (see box-out)

Medical Shop Quest

Venomous

Trade Items Required	Availability	Reward
Tomatoes (x5) Nutmeg (x3) Aconite (x2)	Sequence 05	Fast Poison

Banks

Banks do not offer goods, but instead store the dividend awarded to Ezio every 20 minutes of playing time as part of the Rome rebuilding game.

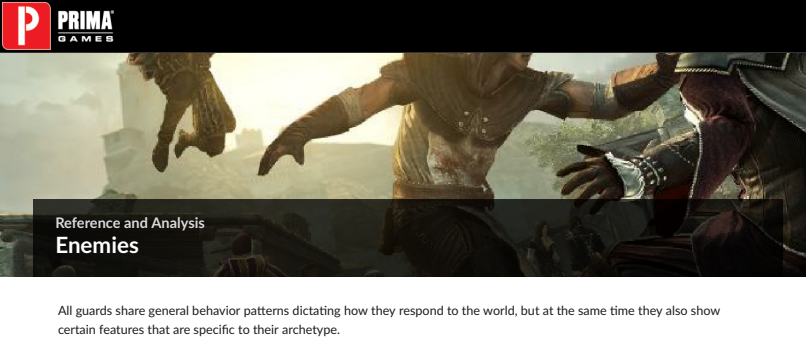
This total is not transferred directly to Ezio's purse – you need to visit a Bank to withdraw the current balance. We advise you to do so regularly, as there is a maximum sum of florins that can be stored by Rome's financial institutions; any income beyond this limit is lost. However this "Vault Capacity" can be upgraded by opening additional Banks.

Banks also possess a Record Book that shows your current progress, income and completion level in the Rome metagame.

TUNNEL ENTRANCES

Tunnel Entrances give access to Rome's network of underground aqueducts. Once renovated, they allow you to travel instantly (and for free) to other areas of the city. This proves immensely useful when you have to cover long distances and, in the later game, for following up side quests, Treasure hunts and the rebuilding of Rome. It is also a way of avoiding guard encounters when Notorious.

Note that Ezio must be anonymous and not involved in a memory or in open conflict to use Tunnel Entrances.



Reference and Analysis

Enemies

All guards share general behavior patterns dictating how they respond to the world, but at the same time they also show certain features that are specific to their archetype.

Behavior Patterns

Duty

Each guard is assigned one of three possible types of duty:

- **Sentry:** the guard stays fixed to the spot, keeping watch. Their assignment is often a gateway, the end of a passage or a sole entrance leading to an assassination target. Sentries change shifts at dawn and dusk. If they can't be outmaneuvered or slipped past with social stealth, sentries can be led away from their posts by hired distractions (such as Thieves) or a dead body thrown into view.
- **Patrol:** assigned to groups on the streets and single guards on rooftops, patrol routes are fixed and repeated so that you can observe every part of the route before acting.
- **Off Duty:** the guard chats with colleagues in a fixed location.

Guards will override their assigned roles only when they have clearly detected and identified Ezio in the vicinity.

Line Of Sight

Every guard's sense of the world is determined by what he can see in his line of sight, and to a lesser extent what he can hear coming up behind him. The visual aspect is the dominant sense and means that you can avoid alerting a guard to your presence by moving silently and staying out of sight. Even up close, Ezio can avoid being seen if he is:

- Higher or lower than the guard can see, as well as to one side.
- Hidden behind a wall, column, chimney stack or other obstacle that provides cover.
- Concealed in a hiding spot or blended in a crowd.
- In the line of sight but too far away to be noticed.

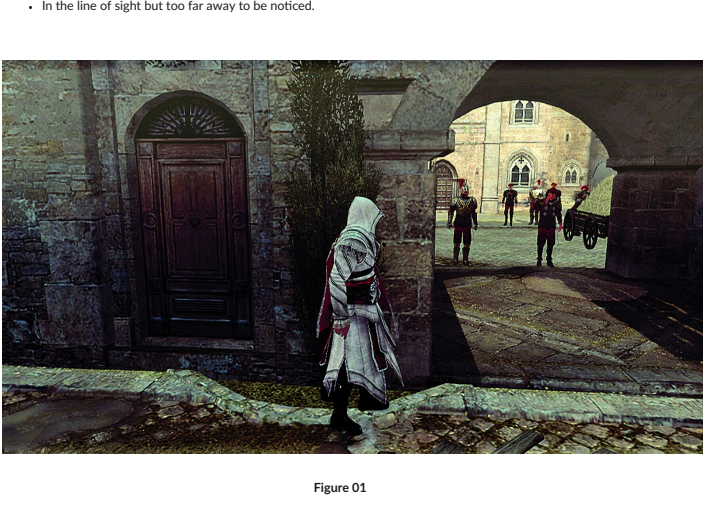


Figure 01

You can spy on guards around corners, while out of sight, by using the camera controls (Fig. 1). Observe their body orientation and time your open moves when they are facing away. Thrown money, Poisoned victims and hired Faction groups will all draw the gaze of nearby guards.

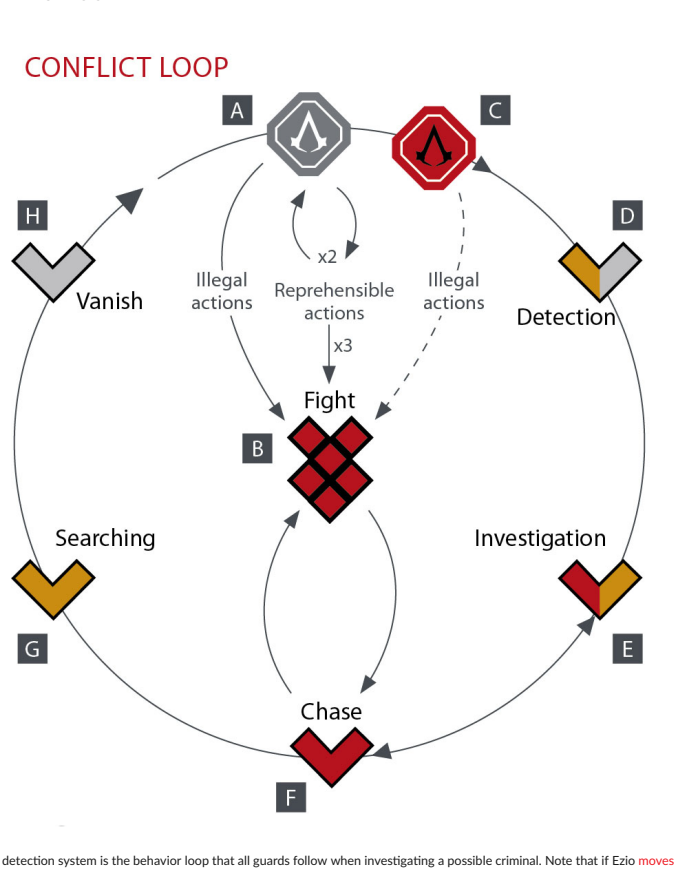
The Law of Rome

Roman law, as it is implemented by the soldiers on the street, distinguishes two degrees of criminal behavior. Reprehensible acts are the lesser form of transgression, and tend to involve such minor infractions as upsetting citizens (bumping into box-carriers and breaking their wares, for instance) and jostling the guards themselves. A reprehensible act warrants a rebuke and being pushed around by a guard, which you'd be wise to just put up with in order to avoid escalating the situation or breaking cover.

The second degree is an illegal act, such as looting a body or outright murder. In this instance, the watch will automatically regard even the Incognito Ezio as a criminal and initiate a fight, increasing his Notoriety at the same time. If the same guard witnesses Ezio committing three consecutive reprehensible acts, this will also add up to an illegal act.

The Detection System

CONFLICT LOOP



The detection system is the behavior loop that all guards follow when investigating a possible criminal. Note that if Ezio moves to the rooftops, his suspicious activity overrides his Incognito status and prompts detection by guards. If Ezio is witnessed trespassing on Restricted Areas (sections of the Mini-Map marked in red), he is automatically committing an illegal act that initiates conflict.

A

Incognito: Ezio is an innocent man, so guards have no desire to stop him. If he commits an illegal act in plain view, or three reprehensible acts, guards will enter Fight Mode and attack him.

B

Fight: Guards who enter Fight Mode (whatever the motive) rush to engage in combat. If Ezio attempts to flee, they will immediately give chase.

C

Notorious: Once the Notoriety Meter hits 100%, the whole icon turns red and Ezio becomes Notorious. This means there is now a warrant for his arrest, and guards will be looking out for him even if he's behaving innocently. Ezio will remain anonymous until detected.

D

Detection phase: Though Notorious, Ezio is still presumed innocent until the guards actually identify him. He can avoid their gaze during the detection phase by Blending, breaking their line of sight or using hiding spots. If he doesn't, a yellow Detection Meter starts to fill above the heads of the guards. Detection is accelerated by High Profile actions (such as running away suspiciously) and proximity.

E

Investigation phase: Once the Detection Meter is completely yellow, the guards draw weapons and move in to make a positive ID as they believe they have spotted their man. Unless Ezio breaks their line of sight or Blends, the icon keeps filling with a red hue.

F

Chase: When the Detection Meter is completely red, the guards have positively identified Ezio. If you run away from them, they will immediately give chase – their Detection Meters remain red while they have their target in sight. If you don't run away, the guards enter Fight Mode and attack you.

G

Searching: As soon as Ezio manages to break their line of sight, the guards head to his last known position. If he can remain unseen and find a hiding spot or make sufficient distance, Ezio can evade the manhunt. If the guards find him, another chase or fight sequence begins.

H

Vanishing: Whether Incognito or Notorious, Ezio is returned to an Anonymous state in which no one recognizes him.

Blocking and Pursuit

If Ezio flees open conflict, the guards will attempt to entrap him by blocking major routes. Soldiers off duty will make a line across the road, brandishing weapons. Even at full sprint, the assassin will find it very difficult to slip through without taking a hit and tumbling. However, you can avoid this by Tackling one of the block soldiers, or jumping through their line by tapping the Legs button.

Changing direction for a quick climb or free run will evoke another response from many guards. If they cannot chase, they will stoop to the ground and grab rocks to chuck from below. Though their accuracy is low, it is only a matter of time before a stone finds its mark and causes Ezio to fall to earth. If you have scaled a reasonable height then you may still have time for a Catch Back on a lower hold. But for this reason it is more sensible to make use of stepping blocks and beams to gain height over pursuers rather than attempt to scale a sheer wall.

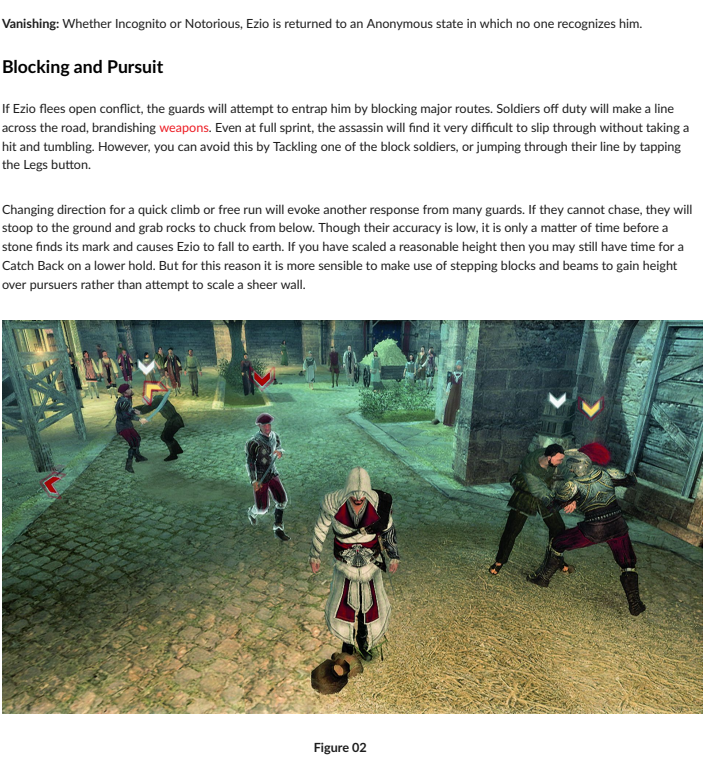


Figure 02

Areas liberated from the influence of a Borgia Tower will become home to groups of Vigilantes, ordinary citizens who take it upon themselves to aid Ezio and his Assassins. Look for their icon and run straight through the group. The Vigilante's special talent is to grab hold of an enemy and pin him to the spot, enabling Ezio to attack freely or escape in a chase (Fig. 2).

During a chase, the location of a guard who cannot see you is represented by a yellow marker (see "Conflict Loop" diagram). Once out of sight, your last known position appears as a yellow zone on the Mini-Map. Try to escape this risky area before hiding, because guards will exhibit Seeker behavior and check local hiding spots.

Enemy Archetypes

Regular Guards

Regular guards can be divided into two ranks. The majority of soldiers fall into the lower rank of Militia, common sword-fodder drawn from the local populus. Above them are the Leaders, officers of the watch. While Militia guards wear simple cloth berets, Leaders can be identified by their protective helmets.

- In pursuit, regular guards can perform some free run moves but cannot scale sheer walls.
- Militia have especially low morale and may often surrender without a fight if just a few of their colleagues fall.
- Leaders have some basic resistances but are susceptible to a swift, unsporting Kick to break their defense.
- Both enemy types frequently drop ammunition and consumables when looted. Doing so will save you plenty of trips to local vendors.

Loot table: Militia

Drop	Chance
Bullets	25%
Throwing Knives	100%
Medicine	40%
Crossbow Bolts	25%
Poison	30%
Smoke Bombs	0%
Florins	12-17

Loot table: Leaders

Drop	Chance
Bullets	30%
Throwing Knives	40%
Medicine	100%
Crossbow Bolts	40%
Poison	50%
Smoke Bombs	25%
Florins	21-29

Agiles

Wearing only light armor and carrying Small weapons, Agiles are faster than the other guards and will be able to catch you in a straight running match. If you use the environment to escape, they have free running skills to leap and climb wherever you go. They are trackers and pursuers, able to pinpoint your location for all other guards to see and to knock you to the floor so that slower enemies can catch up.

The downside of that free running speed is that the Agile is the weakest of the archetypes and most easily defeated.

- Counter Kill and Disarm moves are most effective against the Agile.
- In a chase, climb and free run to escape so that the Agiles become separated from their tougher colleagues, then stop and finish them off individually on the rooftops. Isolating them accentuates their combat weakness.
- Agiles resist Kicks and Executions, dodging attacks, but they can be grabbed and beaten or hurled from very high buildings for a quick dispatch.

Loot table: Agiles

Drop	Chance
Bullets	25%
Throwing Knives	100%
Medicine	60%
Crossbow Bolts	25%
Poison	40%
Smoke Bombs	25%
Florins	21-29

Seekers

Commonly seen leading patrols, it is the Seeker's role to check hiding spots for wanted criminals and so thwart ambushes and assassination attempts. The Long weapon that most readily identifies the Seeker is used to prod haystacks and wells to evict potential occupants. This archetype thus challenges Ezio's stealth options. If Ezio is Notorious, the Seeker will also stop at benches and ask those seated to rise.

- Disarming is the best way to tackle the Seeker. If you turn his spear on him immediately after taking it, you may initiate an Execution Streak or hold the Weapon Hand Button to ready a Sweep Special Attack on other guards.
- The Seeker's curiosity is his undoing when acting without the support of other guards. Approaching Ezio's hiding spot, he is prone to an assassination move in the moments before performing an examination.

Loot table: Seekers

Drop	Chance
Bullets	30%
Throwing Knives	30%
Medicine	50%
Crossbow Bolts	30%
Poison	100%
Smoke Bombs	20%
Florins	41-49

Brutes

Slow but relentless, the armor-plated Brutes are immediately identified by their large stature. They exist to challenge Ezio's fighting talents.

- Brutes are skilled in the Smash Special Attack and will use it to beat down opponents. Kick to interrupt it, or Step Dodge around them to attack from the side.
- Their Heavy weapon attacks can still be beaten with the Hidden Blade's masterly Counter Kill, and a once-only Long weapon Counter.
- Brutes can be disarmed if you Taunt them, and a Kick will break their defense.
- To avoid the Brute's normal attacks, use the Dodge move to jump clear and then leap in to attack before he can recover.
- The Crossbow is your anti-tank weapon against Brutes and Papal Guards. Dodge their attacks until you get the space to fire a fatal bolt at close range, using the melee counter to see off weaker assailants.
- Smarter play avoids direct combat unless absolutely necessary. If you can't sneak past, assassinate or use ranged attacks.
- Moving at 75% of regular guard speed, Brutes won't win a chase. They can't climb, free run or leap either, so you can escape vertically. From your vantage point, ranged weapons can be aimed.
- Execution Streaks offer a backdoor through the Brute's defenses. Start a streak with an assailant who's more easily defeated and line up the Brute as your next highlighted target.

Loot table: Brutes

Drop	Chance
Bullets	40%
Throwing Knives	35%
Medicine	50%
Crossbow Bolts	40%
Poison	40%
Smoke Bombs	100%
Florins	41-49

Crossbowmen & Gunmen

These enemy "shooter" types create an obstacle to Ezio's free navigation of rooftops and buildings, presenting a challenge to the player in the third dimension. The three methods of eliminating the threat they pose are speed, stealth and ranged attack.

These guards will issue warnings and follow the usual investigative procedure before declaring open conflict. This can be used against them if they spot you, inviting their suspicion and drawing them away from a patrol route to a quieter place for assassination.

- Shooters patrol more slowly than Ezio can Fast Walk, so he can catch them from behind in Low Profile. High Profile sprinting toward them will break stealth and cause them to enter detection phase.
- By observing their route, you may also spot an opportunity to move past them at speed while they are looking away.
- Rooftop hiding spots have many uses. They present a safe resting spot for getting closer to a patrol or waiting for them to move on. Even after being spotted, diving into one immediately will halt the detection phase. When a patrol draws near, the spot enables an assassination from hiding. You can also throw bodies inside to conceal them from other rooftop patrols.
- The Drop Kill technique from below the ledge was made for these enemies, but choosing between a High and Low Profile attack will determine where their body ends up – possibly attracting attention.
- Ezio has a wealth of ranged attacks and dual wielding options to interrupt shooters as they back away from him. He cannot pick up and use the weapons dropped by Gunmen and Crossbowmen, but he can certainly loot their ammunition.
- If fired from off-screen, a Crossbowman's bolt will show a brief contrail line to indicate the shooter's position.

Drop	Chance
Bullets	30%
Throwing Knives	50%
Medicine	30%
Crossbow Bolts	100%
Poison	35%
Smoke Bombs	20%
Florins	32-37

Drop	Chance
Drop	Chance
Bullets	100%
Throwing Knives	50%
Medicine	30%
Crossbow Bolts	30%
Poison	35%
Smoke Bombs	20%
Florins	32-37

Papal Guards

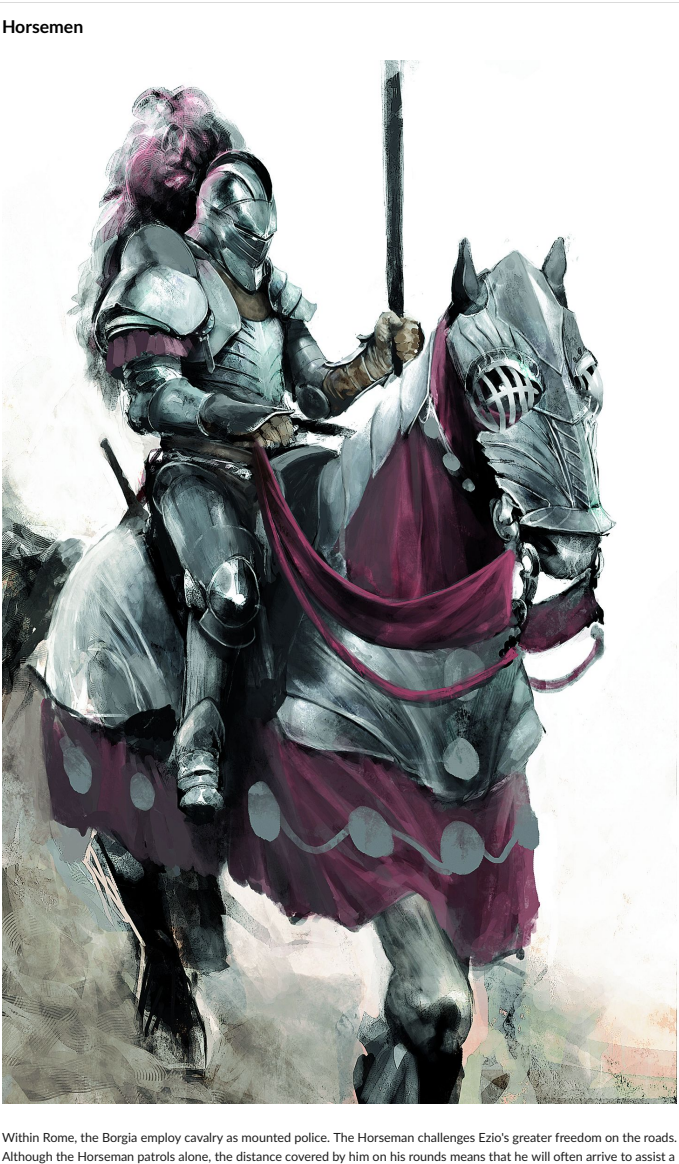
Famously serving as the Pope's bodyguard from the Renaissance to the present day, these Swiss mercenaries are the ultimate archetype. They combine the resilience of the Brute, the pursuit speed of the Agile and the sand-throwing tricks of the Seeker, even carrying firearms for switching to ranged assault. They are also skilled riders, hijacking civilian horses for mounted charges. Resistant to many forms of attack, they are the toughest enemies you will meet.

- If you can call on allies to fight beside you, now is the time. Reduce enemy numbers before you engage: use Poison Darts while undetected, then Crossbow ranged attacks and Assassin Signals.
- If using the Hidden Blade's Counter Kill, keep circling toward any Papal Guards who begin switching to guns.
- When you finally enter melee combat, the Execution Streak is the great leveler. If required, the Kick will break their initial defense.
- Disciplined to ignore Taunts, Papal Guards cannot be Disarmed. Only Counter Kills with the Hidden Blade or Long weapons are effective.

Loot table: Papal Guards

Drop	Chance
Bullets	100%
Throwing Knives	40%
Medicine	100%
Crossbow Bolts	40%
Poison	40%
Smoke Bombs	100%
Florins	81-89

Horsemen



Within Rome, the Borgia employ cavalry as mounted police. The Horseman challenges Ezio's greater freedom on the roads. Although the Horseman patrols alone, the distance covered by him on his rounds means that he will often arrive to assist a group that has already engaged Ezio in combat. The standard tactic of the Horseman is to make a galloping charge and swipe with a melee weapon or trample the target under the hooves of his steed.

- Before open conflict commences, Ezio can assassinate a Horseman from the air via walls or ledges above; from the ground with a Hidden Blade hijack; and from another mount, in a horse-to-horse assassination.
- The Horseman can be ejected from his mount with a Medium weapon or larger: simply hold the High Profile Button when the Horseman charges, setting your blade defensively against his steed to cause a fall.
- While the Horseman is turning for another tilt at his target, he will be extremely prone to ranged attacks from the Pistol or Crossbow.
- If you are fighting soldiers and a Horseman simultaneously, get close to the infantry and maneuver during the charge so that the rider tramples his own men.
- Some riders carry Throwing Knives for ranged attack if Ezio finds a defensive position. The Horseman will dismount for continued pursuit if Ezio flees to a place that the horse cannot reach.

Drop	Chance
Bullets	35%
Throwing Knives	35%
Medicine	60%
Crossbow Bolts	100%
Poison	35%
Smoke Bombs	20%
Florins	61-69

Bandits

Random Bandit encounters are heralded by a warning message, as they boldly shout of their intentions to rob you of your purse. When Bandits strike, the local guards will enter combat with these thugs in an attempt to keep the peace before turning on you.

- Bandits have similar attributes to Agiles, including the use of Small weapons and a capacity for free running after their targets.
- Once engaged, they do not stand down from combat and will again regard you as their priority after tackling any guards.
- Be sure to loot Bandits for valuable Trade Items after battle.

Drop	Chance
Bullets	40%
Throwing Knives	100%
Medicine	40%
Crossbow Bolts	35%
Poison	100%
Smoke Bombs	35%
Florins	202-219

Wolfmen

Individually, the Followers of Romulus are no better trained than the average Militia and can be easily dispatched with Counter Kills or Disarms. But they hunt as a pack, and have the agility to climb and free run after you. If you try to flee or reach higher ground, they will hurl rocks or sometimes Throwing Knives to halt your climb or slow you down during a chase.

- Drawing the pack closer for melee will improve the success of an Execution Streak. The Wolfmen are designed to test your early proficiency in this advanced technique.
- Fighting with Small and Medium weapons opens up Ezio's dual wielding potential. During an Execution Streak, his Throwing Knives and Bullets can deliver a finishing move against ranged targets.

Loot table: Wolfmen

Drop	Chance
Bullets	25%
Throwing Knives	100%
Medicine	30%
Crossbow Bolts	40%
Poison	40%
Smoke Bombs	25%
Florins	9-18

Borgia Captains

The Side Quests chapter will guide you through tackling each of the Borgia Towers, but here are a few general points to bear in mind for all of their bosses.

- Borgia Captains can resist Hidden Blade Counter Kills. Yes, you read that correctly – you've finally met an enemy who won't succumb.
- They are also immune to Smoke Bombs, and will fight on while their colleagues are dazed.
- Borgia Captains resist Executions and break Execution Streaks. There is no shortcut to beating them besides assassination or ranged attacks, though a Kick will break their defense and open short combo opportunities.

Loot table: Borgia Captains

Drop	Chance
Bullets	100%
Throwing Knives	100%
Medicine	100%
Crossbow Bolts	100%
Poison	100%
Smoke Bombs	100%
Florins	918-976

Enemy Skills Overview

This table recaps the skills available to each enemy archetype.

Enemy Skills Overview

Skill	Militia	Leader	Agile	Brute	Seeker	Cross-bowman	Gunman	Papal Guard	Horse-man	Wolf-man	Bandit	B C
Resist Combo		✓	✓	✓	✓			✓	✓		✓	
Resist Counter Kill				✓	✓	✓	✓	✓				✓
Resist Throw Sand				✓				✓				✓
Resist Disarm		✓		✓				✓	✓			✓
Resist Dodge												
Resist Grab				✓	✓			✓				
Resist Kick			✓								✓	
Resist Sweep			✓									✓
Resist Taunt					✓			✓				
Resist Throw		✓		✓	✓			✓				
Ride Horse	✓	✓	✓					✓	✓			
Ranged Attacks						✓	✓	✓	✓			

Fight Strategies

Assassin's Creed Brotherhood raises the number of enemies that Ezio must face at a time, balancing this against a host of moves that enable quick dispatch of several enemies with a one-hit kill. If you stick to the slower, reactive style of waiting for Counter Kills then you will find that grabs, sand-throwing, simultaneous assaults and a mixed barrage of melee and ranged attacks all contrive to break your defenses more frequently.

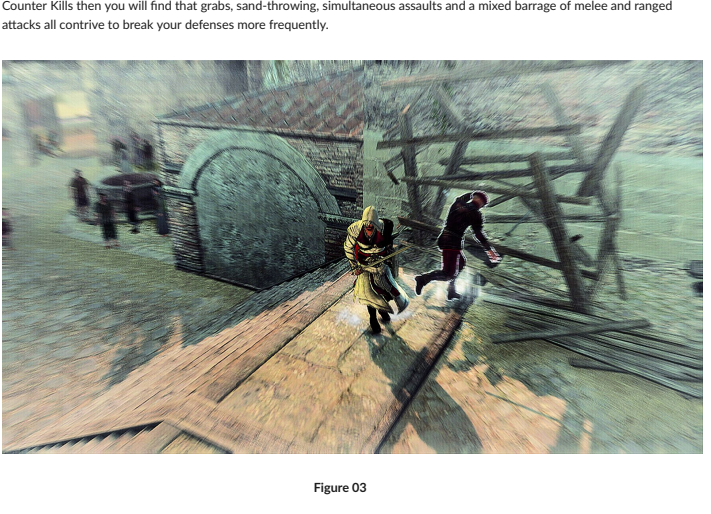
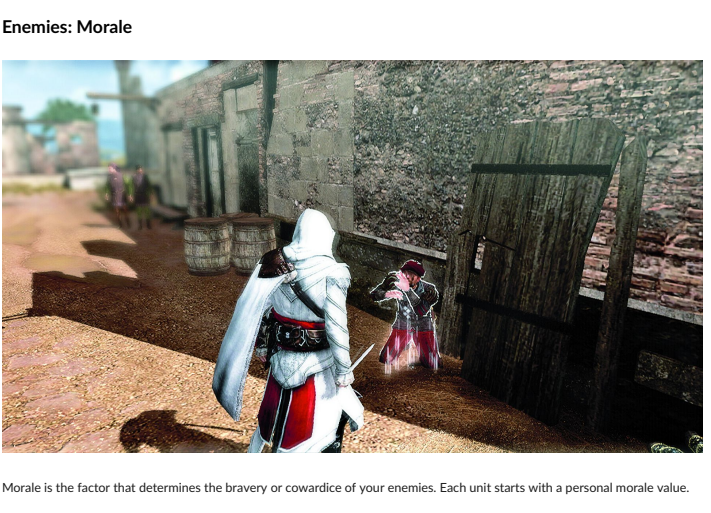


Figure 03

- If you have the advantage on your enemy, reduce their numbers before engaging. Use distractions, Low Profile stealth kills and Assassin Signals to dispatch the strongest archetypes first. A flurry of Throwing Knives unleashed in a Special Attack can take down an entire patrol from behind. You can even walk towards a guard while raising your Crossbow for a quick but accurate discharge.
- Once melee combat begins, weed out the weakest first. Not only does this make it easier to defend on all sides, but Execution Streaks can be started on an easy prospect as a shortcut to an instant kill on much tougher foes.
- Until you begin an Execution Streak, keep your guard up with the High Profile Button to deflect enemy attacks by default. You can instantly launch into Dodges, Disarms and Counter Kills from this stance, and also be ready to reverse the enemy's new Grab move.
- Flashing Health Meters give you a clearer warning of the next enemy to attack. Although it's attractive to watch, consider setting the Action Camera Frequency (Options General) from 3 to 1 so that you retain a good overview of the combatants.
- Executions can only be performed on a resistant foe if you break his defense with either a Kick, a Taunt or a Dodge, quickly followed by an attack.
- Accomplished use of the Execution Streak is the key to most battles. As long as you understand that you can Counter Kill during Execution animations to extend a streak, the game will give you plenty of practice to perfect it.
- Enemies on the ground make easy kills. If they're not on the ground, they soon will be after you've grabbed and thrown one of their colleagues at them. You can also score instant kills by throwing enemies into stalls and scaffolds (Fig. 3), from rooftops, or into water.
- Enemies can hurt each other. Useful to remember when knives, bolts and bullets are flying from ranged attackers. Because they hold off for a clear line of sight, you can grab yourself a living bullet-shield and propel it towards them.
- The Kick move is often the fastest way to create Execution combo opportunities against stronger archetypes. Four successive Kicks will also floor an opponent, leaving them prone to an instant weapon kill. Unarmed, a Kick-punch, Kick-punch combo is often a four-hit finishing move.
- All enemies are vulnerable to instant death from the side and rear. Briefly dropping your defense to Step Dodge forward when up close, you can sometimes get right behind them – especially while they're frozen by a Kick or preparing an attack.

Enemies: Morale



Morale is the factor that determines the bravery or cowardice of your enemies. Each unit starts with a personal morale value.

Morale Values

Unit	Morale
Militia	25
Leader	60
Agile	60
Brute	1,000
Seeker	60
Crossbowman	25
Gunman	60
Papal Guard	2,000
Horseman	60
Wolfman	300
Bandit	60

The morale of all enemies is then constantly adjusted by the events that unfold in combat, as shown in the "Enemy Morale Adjustments" table. If you can establish your superiority over your strongest foes through successful techniques then the rest will eventually reconsider their odds and their propensity to attack (as soon as their morale value reaches 0). Demoralized enemies will first cease their attack and sheathe weapons before running away, quivering uncertainly on the spot or dropping to their knees in despair (Fig. 4).

Enemy Morale Adjustments

Event during combat	Variation
Ezio flees from combat	+20
Ezio threatens enemy with Pistol	-5, then -1 per second
Counter Kill	-5
Assassinate enemy on ground	-5
Disarm	-5
Death of a Wolfman	-5
Death of a Gunman	-5
Death of a Crossbowman	-5
Death of a Militia	-5
Death of an Agile	-5
Death of a Horseman	-10
Death of a Leader	-10
Enemy killed with own weapon after Disarm	-10
Death of a Seeker	-10
Death of a Brute	-15
Death of a Papal Guard	-15
Ezio wielding Dagger of Brutus	-20

Notoriety & Enemies

Notoriety is the degree to which Ezio is known, and will be recognized in public. When Ezio is Incognito, he may walk freely through the streets without being noticed. However, the committing of reprehensible and illegal acts will inevitably stick to the perpetrator and increase his infamy over time. Ezio will be considered Incognito until his Notoriety Meter fills completely, at which point the icon will turn red – Ezio is then Notorious. The bar must be fully emptied to restore the icon to grey, making Ezio Incognito again.

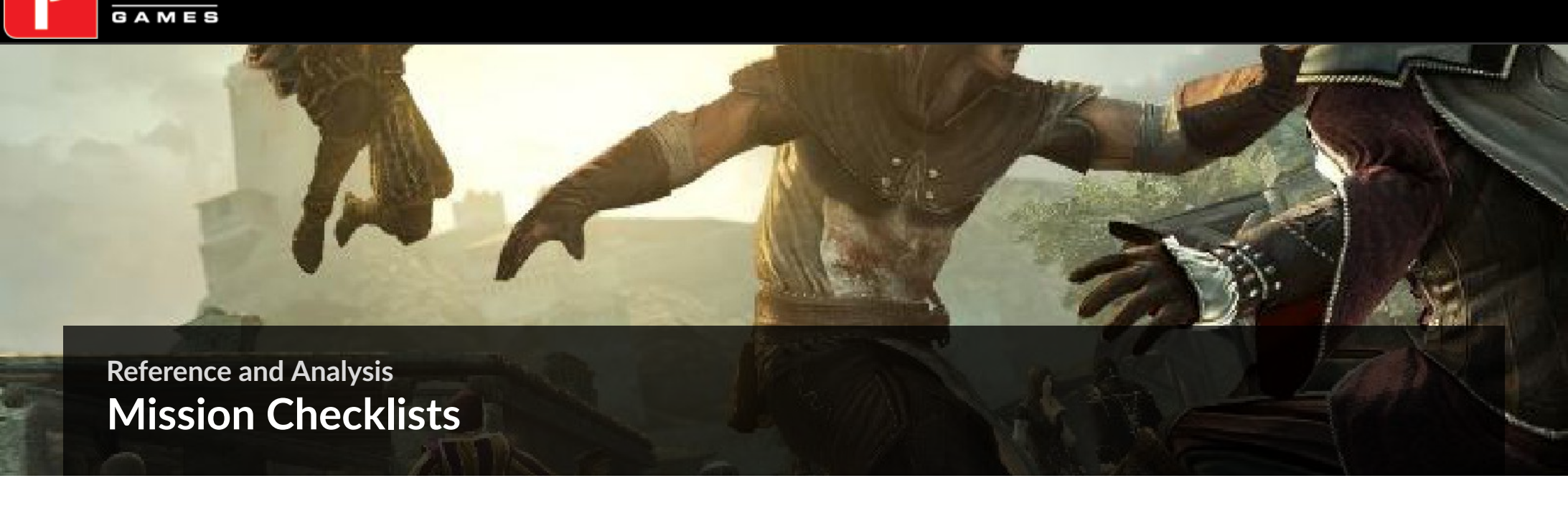
Until you have the benefit of capes that confer the immunity of office, you must keep taking action to lower your Notoriety. Whenever you pass a Poster en route to another destination, take the time to pull it down. Addressing Notoriety gradually as you play is a smart move; ignoring it will rapidly turn it into a chore.

Note that killing five enemies in combat causes a 3% increase in Ezio's Notoriety level. However, each opponent that flees a battle adds 5%. Armed with this information, and knowing the Morale attribute of each archetype, there are two specialist strategies that you can employ in large battles:

- To minimize Notoriety increases (but extend combat duration and potential difficulty), focus on killing Militia, Crossbowmen and Agiles first, then move on to Seekers, Leaders and Gunmen, leaving Brutes until last.
- For shorter battles but larger Notoriety penalties, reverse this order.

Notoriety Adjustments

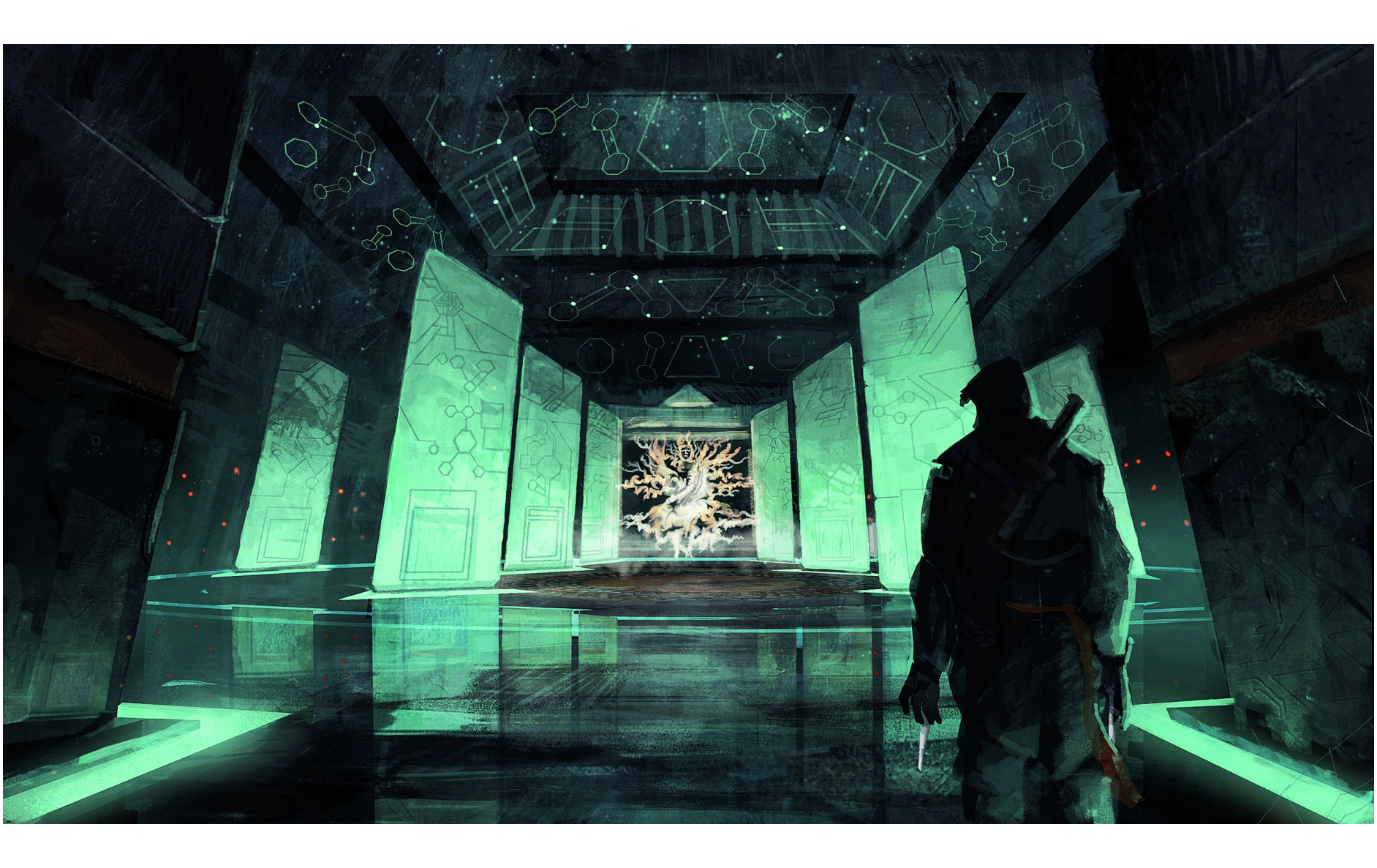
Action	Variation
Killing a Borgia Courier	+100%
Double Air Assassination	+8%
Every guard fleeing from a fight	+5%
Air Assassination	+5%
Killing an enemy with the Pistol	+5%
Being scolded by a guard	+5%
Entering open conflict	+5%
Every 5 enemies killed in one continous open conflict	+3%
Stealing from citizen	+2%
Any Double Assassination	+2%
Any High Profile Assassination	+1%



Reference and Analysis

Mission Checklists

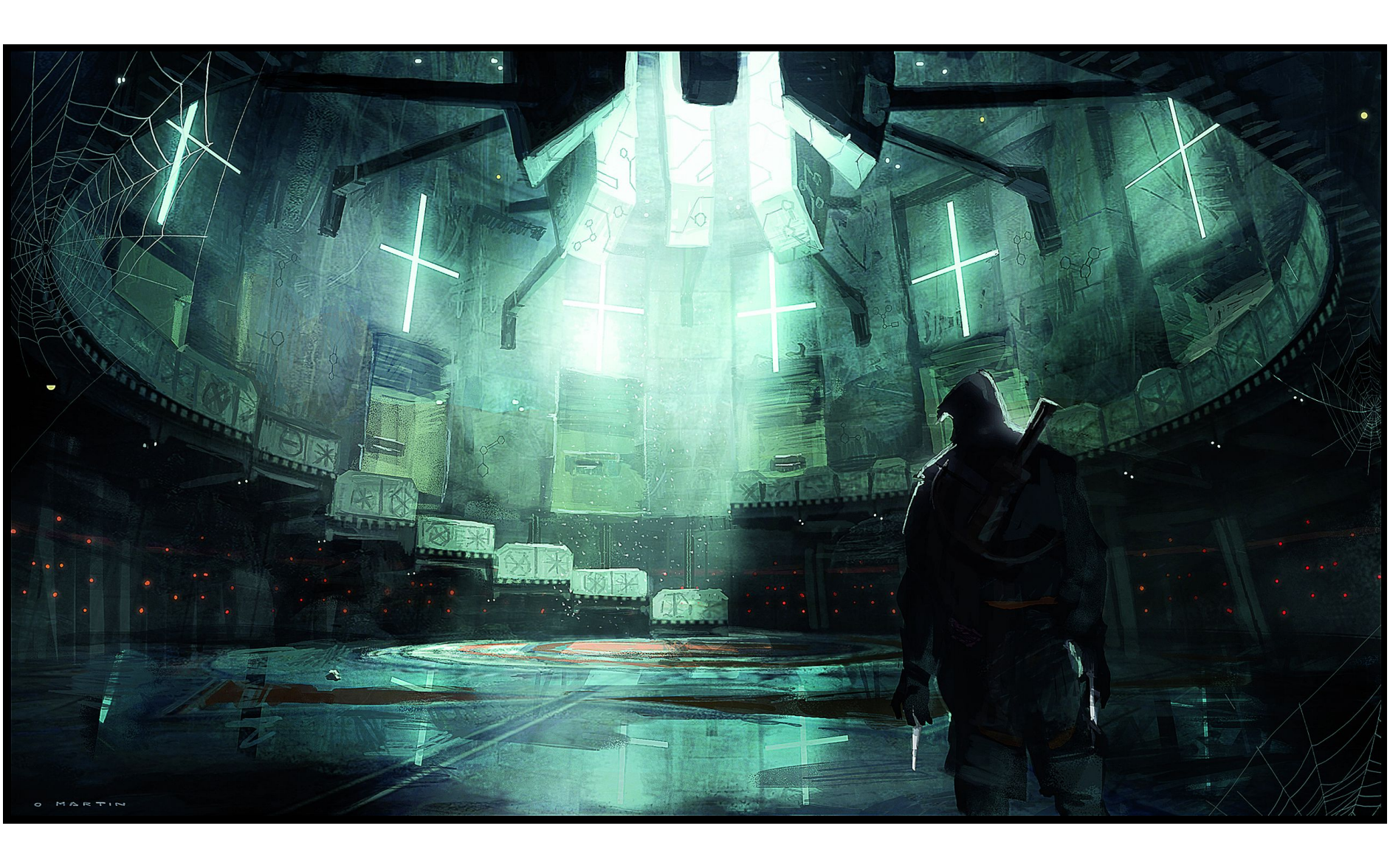
Primary Memories



Sequence	Name	Reward (f)	--
Sequence 01	Mass Exodus	-	--
	Homecoming	-	--
	R&R	-	--
	Horsing Around	-	--
	Target Practice	-	--
	Reunion	-	--
	Vilified	-	--
	Emergency Exit	-	--
Present 01	Parts 1-4	-	--
Sequence 02	As Good as New	100	--
	Well Executed	150	--
	New Man in Town	250	--
	Easy Come, Easy Go	150	--
	Who's Got Mail	100	--
	Crepi Il Lupo	100	--
	The Halls of Nero	250	--
	Roman Underground	-	--
Sequence 03	Double Agent	250	--
	Between a Rock and a Hard Place	250	--
	High-Stakes Negotiation	250	--
	Collective Intelligence	-	--
Sequence 04	Castello Crasher	1,400	--
	Femme Fatale	800	--
	The Burdens We Carry	700	--
	Guardian of Forlì	1,000	--
	Man of the People	400	--

Sequence	Name	Reward (f)	--
Sequence 04	Serial Offender	600	--
	Human Cargo	600	--
	An Unexpected Visitor	250	--
	War Plans	400	--
	Outgunned	1,200	--
	The Plan	250	--
Sequence 05	Escape From Debt	1,000	--
	Follow the Money	2,100	--
	When in Rome	1,200	--
	In and Out	2,400	--
	Paper Trail	-	--
Sequence 06	Gatekeeper	2,200	--
	French Kiss	1,300	--
	Trojan Horse	2,200	--
	Au Revoir	1,400	--
Sequence 07	Patching the Leak	1,500	--
	Calling All Stand-Ins	2,200	--
	Exit Stage Right	3,400	--
	Intervention	1,000	--
	Ascension	-	--
Sequence 08	Requiem	6,000	--
	An Apple a Day	6,800	--
	The Apple of Eden	2,500	--
	Demilitarization	5,200	--
	Seeing Red	6,300	--
	All Roads Lead to...	6,000	--
Sequence 09	Pax Romana	-	--
	A Seed	-	--
Present 02	Parts 1 & 2	-	--

Secondary Memories



Secret Locations: Followers Lairs

Name	Reward (f)
Wolves Among the Dead	700
Thrown to the Wolves	1,100
The Sixth Day	1,600
Leader of the Pack	2,200
A Wolf in Sheep's Clothing	3,200

War Machines

Name	Reward (f)
War Plans	500
Loose Cannon	1,700
War Plans	700
Flying Machine 2.0	2,100
War Plans	900
Hell on Wheels	2,800

Assassination Missions

Name	Reward (f)
Two's Company	300
Tactical Correction	300
...And Three's a Crowd	300
Serf's Turf	300
The Three Amici	1,300
Red Letter Day	1,300
The Merchant of Rome	1,300
Bearers of Bad News	1,300
Turning the Tables	2,600
Brutes and Brutality	2,600
Graduation	2,600
Cardinal Sin	2,600

Courtesan Missions

Name	Reward (f)
Property Dispute	300
Old Habits Die Hard	300
The Morning After	300
Running Scared	1,300
Malpractice	1,300
Live Bait	1,300
Closing In	1,300
Bad Politics	2,600
Troublemakers	2,600
Ghostwriting	2,600

Thief Missions

Name	Reward (f)
Lost Pup	300
A Clash of Interests	300
Up to Speed	300
Class Warfare	1,300
Pointing Fingers	1,300
Eye on the Prize	1,300
Young at Heart	1,300
Downsizing	2,600
A Blanket Finish	2,600
For the Fans	2,600

Templar Agents

Name	Reward (f)
Down to Earth	800
Counter-Propaganda	800
Excommunication	800
Firing Line	800
Red-Handed	1,100
The Ringer	1,100

Cristina Memories

Name	Reward (f)
A Second Chance	-
Last Rites	-
Best Man	-
Persona Non Grata	-
Love's Labour's Lost	-

Copernico Memories

Name	Reward (f)
False Censorship	700
Out of Orbit	500
Intelligentsia	350
Honorary Degree	350
Expedited Post	900
Man in Red	900
Sitting Ducks	1,200
Close the Book	2,100

Secret Locations:

Templar Lairs

Name	Reward (f)
Shopaholic	4,000
Liquid Gold	4,000

Shop Quests

	Name	Reward(s)	--
	Faith	Captain's Sword	--
	Exotica	Seusenhofer Pauldrons & Chest Guard	--
	Blood Money	Spada Lunga	--
	Pulling Threads	Large Quiver	--
	Trendsetting	Vaticano District Treasure Map	--
	Venomous	Fast Poison	--

Additional Memories

	Collectible	Reward(s)
	144 Treasure Chests	Florins and Trade Items
	83 Borgia Flags (Rome)	Rare Paintings; Borgia Flag Maps and Treasure Maps; Borgia Cape
	18 Borgia Flags (Secret Locations)	
	24 Viewpoints	Unfogs the map
	12 Borgia Towers	Unlocks zones for renovation
	10 Feathers	-
	10 Rifts	Subject 16's secret revealed

Metagames & Challenges

	Name	Reward(s)	--
	Rebuilding Rome	Assorted equipment and Auditore Cape	--
	Assassins Guild	Florins, Trade Items	--
	Fight Ring	Florins	--
	Guild Challenges	Guild Crests & various weapons	--
	Virtual Training	Raiden Skin	--

Thieves Guild Challenges

#	Description
1	Send 10 Thief Faction groups to lure guards.
2	Sprint without interruption for 300 meters.
3	Jump from a horse to a beam 20 times.
4	Perform 40 leaps of faith.
5	Perform a dive from a height of 25 meters or greater.
6	Pickpocket 250 florins.
7	Glide a cumulative total of 500 meters with the parachute.
8	Kill 25 guards with a ranged weapon.
9	Air assassinate 5 guards from a beam.

Courtesans Guild Challenges

#	Description
1	Send 10 Courtesan Faction groups to distract guards.
2	Evade enemies and return to anonymous status by Blending or using hiding spots on 10 occasions.
3	Kill 20 enemies stationed at Guard Posts with the Crossbow without being detected.
4	Commandeer 10 horses belonging to guards without killing the rider.
5	Hide 5 dead bodies in wells or haystacks.
6	Poison 15 guards.
7	Kill 20 guards while they are stunned by a Smoke Bomb.
8	Assassinate 10 guards from behind.
9	Assassinate 5 guards from Blending spots.

Mercenaries Guild Challenges

#	Description
1	Send 10 Mercenary Faction groups to attack guards.
2	Destroy 5 scaffolds by throwing guards into them.
3	Kill 25 Brutes.
4	Kill 25 Papal Guards.
5	Kill 25 guards while riding a horse.
6	Air assassinate 10 guards riding a horse.
7	Perform 10 double assassinations.
8	Disarm and kill 5 guards with their own weapon.
9	Kill 5 guards within 10 seconds on five separate occasions.
10	Perform 10 Streaks of at least 5 Executions.

Assassins Guild Challenges

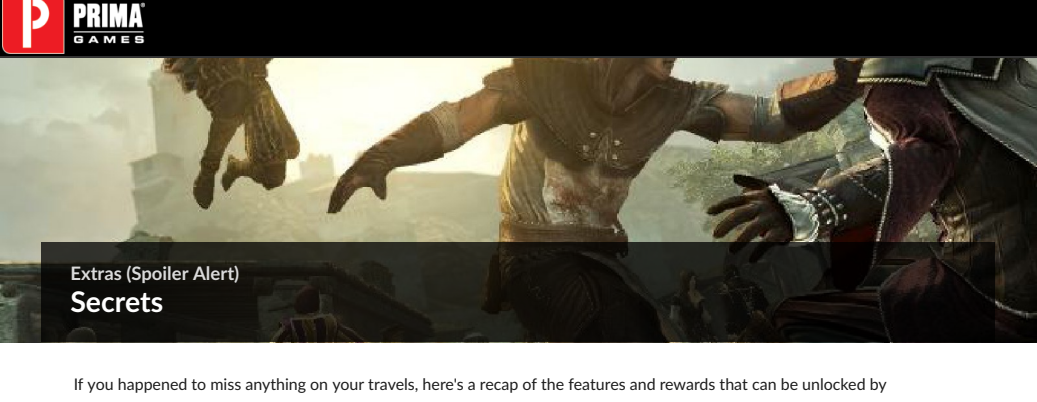
#	Description
1	Use 25 Assassin Signals during fights.
2	Perform 15 Arrow Storms.
3	Use 20 Assassin Signals to perform Guild Assassinations.
4	Use 5 Assassin Signals in primary memories.
5	Raise 5 recruits to the rank of Assassino.

Collections

	Location	Items to Collect	--
	Ezio's Hideout	Weapons	--
		Armor	--
		Models	--
		Paintings	--
		Portraits	-
		Feathers	--
	Monteriggioni (Present)	Artifacts	--

Virtual Training Challenges

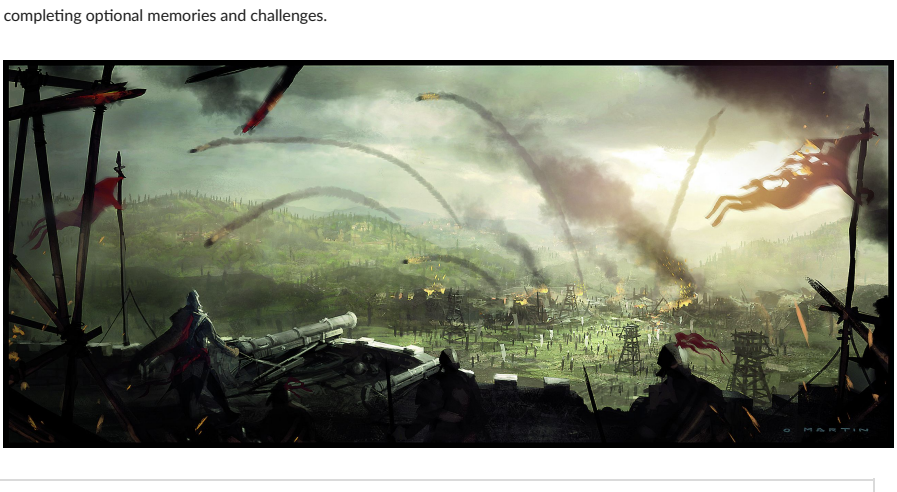
Category	Challenge	🟥	⬜	🟨
Free Run	Race Tutorial	1:20	1:00	0:45
	Short Course 1	1:00	0:45	0:35
	Short Course 2	1:00	0:50	0:40
	Short Course 3	0:45	0:30	0:25
	Long Course 1	2:40	1:55	1:37
	Short Course 4	1:00	0:40	0:30
	Short Course 5	1:00	0:45	0:40
	Short Course 6	0:45	0:38	0:34
	Long Course 2	2:40	2:05	1:37
Stealth Assassinations	Hidden Blade	6:00	3:00	1:40
	All Weapons	5:00	2:30	1:20
	Hidden Blade 2	5:00	2:30	1:15
	All Weapons 2	4:00	2:00	1:05
	Hidden Blade 3	6:00	3:00	1:30
	All Weapons 3	4:00	2:00	1:05
Locate	Flag Hunt 1	3:30	2:00	1:30
	Flag Hunt 2	3:30	2:00	1:30
	Flag Hunt 3	3:30	2:00	1:30
Combat	Flawless Hidden Blade	3 kills	10 kills	20 kills
	Flawless All Weapons	5 kills	15 kills	25 kills
	Short Kill Streak	20 points	100 points	200 points
	Medium Kill Streak	30 points	150 points	300 points
	Long Kill Streak	45 points	200 points	400 points



Extras (Spoiler Alert)

Secrets

If you happened to miss anything on your travels, here's a recap of the features and rewards that can be unlocked by completing optional memories and challenges.



Unlockables Overview

Category	Name	Unlock Condition	Reward Location / Notes	--
Cristina memories	A Second Chance	Achieve 15% Total Synch.	You can access these repressed memories of Ezio's life by going to the broken heart icon () that appears on the map.	--
	Last Rites	Achieve 30% Total Synch.		
	Best Man	Achieve 45% Total Synch.		
	Persona Non Grata	Achieve 60% Total Synch.		
	Love's Labour's Lost	Achieve 75% Total Synch.		
Capes	Auditore Cape	Complete the Rebuilding Rome metagame to 100%.	Capes are accessed through the Inventory Outfits menu.	--
	Borgia Cape	Collect 100 Borgia Flags.		
	Medici Cape	Reach Level 30 on the "Assassin's Creed: Project Legacy" Facebook game.		
	Venetian Cape			
Outfits	Raiden Skin	Receive at least a Bronze Medal in all Virtual Training challenges.	Outfits are accessed through the Inventory menu.	--
	Florentine Noble Attire	Purchase for 2 tokens through Ubisoft's Uplay service.		
	Altaïr's Robes			
	Armor of Altaïr			
Borgia Flag & Treasure Maps	Centro Flags Map	Finish the game or collect 25 Borgia Flags.	Once unlocked, purchase these maps from an Art Merchant.	--
	Antico Flags Map			
	Campagna Flags Map			
	Vaticano Flags Map			
	Feathers Map			
Shop Quest rewards	Seusenhofer Pauldrons and Chest Guard	Complete the Exotica Shop Quest (Blacksmith).	These rewards are all equipped automatically.	--
	Spada Lunga	Complete the Blood Money Shop Quest (Blacksmith).		
	Captain's Sword	Complete the Faith Shop Quest (Blacksmith).		
	Vaticano Treasures Map	Complete the Trendsetting Shop Quest (Art Merchant).		
	Large Quiver	Complete the Pulling Threads Shop Quest (Tailor).		
	Fast Poison	Complete the Venomous Shop Quest (Doctor).		
Rebuilding Rome metagame rewards	Cavalieri Mace & Butcher Knife	Open 5 Blacksmiths.	Items become available for purchase when unlocked.	--
	Spadone	Open 10 Blacksmiths.		
	Knife Belt Upgrade	Open 4 Tailor Shops.		
	Large Medicine Pouch			
	Knife Belt Upgrade	Open 8 Tailor Shops.		
	Large Poison Vial			
Guild rewards	Courtesans Guild Crest	Advance each Guild to Level 2.	Unlocked at Ezio's Hideout.	--
	Thieves Guild Crest			
	Mercenaries Guild Crest			
	Maria's Dagger	Advance each Guild to Level 3.		
	La Volpe's Bite			
	Bartolomeo's Axe			
	Assassins Guild Crest	Complete all Assassins Guild Challenges.		
	Sword of Altaïr			
Rare Paintings	Self Portrait	Complete Sequence 08 or collect 15 Borgia Flags.	Paintings become available for purchase from Centro, Antico and Campagna Art Merchants respectively.	--
	Young Man with an Apple			
	Christ Blessing			
Portraits	Portrait of Cesare Borgia	Defeat the target to acquire their portrait.	These appear on a wall of Ezio's Hideout.	-
	Portrait of Rodrigo Borgia			
	Portrait of Lucrezia Borgia			
	Portrait of the Baron de Valois			
	Portrait of Juan Borgia			
	Portrait of Micheletto			
War Machine Models	Tank Model	Complete the Hell on Wheels War Machine mission.	Appear as trophy models in Ezio's Hideout.	--
	Bomber Model	Complete the Flying Machine 2.0 War Machine mission.		
	Machine Gun Model	Complete the Outgunned War Machine mission.		
	Naval Cannon Model	Complete the Loose Cannon War Machine mission.		
Leonardo Inventions	Parachute	Complete all 4 War Machine missions.	Leonardo offers you this reward.	--
Ultimate Equipment	Dagger and Armor of Brutus	Collect all six Keys of Romulus from Followers Lairs.	These treasures are hidden in a vault below Prospero da Siena's Borgia Tower.	--
Cheats (once unlocked, can be activated from the Options menu while replaying memories)	Ride the Unicorn	Complete Sequence 01 with 100% Total Synch.	All horses are turned into unicorns; all weapons sport a lightning effect.	-
	Buns of Steel	Complete Sequence 02 with 100% Total Synch.	Makes yourself immune to injury.	
	Killing Spree	Complete Sequence 03 with 100% Total Synch.	Assassinations cannot be blocked.	
	Sisterhood	Complete Sequence 04 with 100% Total Synch.	Makes all Assassins Guild recruits female.	
	Ultimate Guild	Complete Sequence 05 with 100% Total Synch.	Raises all Assassins Guild recruits to the rank of Assassino.	
	Unlimited Assassin Signals	Complete Sequence 06 with 100% Total Synch.	No cooldown timer when calling Assassins.	
	Desmond Everywhere	Complete Sequence 08 with 100% Total Synch.	Desmond skin is unlocked.	
Subject 16's Secret	The Truth	Find all 10 Rifts and solve all Cluster puzzles.	A secret area of the Animus.	--
Uplay rewards	PS3/Xbox 360 Theme	Purchase for 1 token through Ubisoft's Uplay service.	Platform-specific reward.	-
	The Hellequin		New playable character in Multiplayer mode.	
	Pistol Upgrade	Purchase for 3 tokens through Ubisoft's Uplay service.	Equipped automatically.	
Artifacts	Mario's Sword	Leave the Animus and pick them up in present day Monteriggioni.	Appear as trophies on shelves in the Sanctuary.	--
	Medici Cape			
	Claudia's Record Book			
	Maria's Feather Chest			
	Ezio's Belt			

The Truth:

Rift Puzzle Solutions

Discovering all ten Rift locations is when this challenge merely begins. To reveal Subject 16's secret, you must then solve his puzzles directly or by returning to them through the Database The Truth menu. Each of the seven puzzle types has its own interface, with relevant button commands displayed onscreen.

- Theme puzzles: these challenge you to discover a theme that connects five pictures out of ten. The order in which you select them doesn't matter.
- Ring puzzles: a picture is divided into four rings with a fixed point at the center. You must rotate these rings to display the complete image. Our solutions refer to the innermost ring as Ring 1 and the outermost as Ring 4. Push the Movement Stick up and down to select the ring; push right to rotate clockwise and left to rotate anti-clockwise, with each small acute turn marked by an audible combination lock "click". As a rule, if any ring spins a dependent ring, it must be placed correctly beforehand and the dependent ring moved later.
- Observation puzzles: scan a selection of images with a magnifying tool to find hidden details and access a Cipher puzzle. Upon zooming in to any image, your scanning reticle highlights a square area in red. When this cursor flashes, you have uncovered information and a possible link to a Cipher puzzle. But there are many dead ends, and you will be warned if you have incorrect coordinates. That means going back to the Observation puzzle and trying again to find the correct answer. It's important to note that the coordinates appear as tiny symbols above the scanning cursor itself, and these relate directly to the symbols of the subsequent Code Wheel.
- Cipher puzzles: rotate a Code Wheel using a numerical key to discover the correct symbols of a Passcode.
- Chessboard puzzles: playing as white, move your chess pieces in response to a cryptic riddle.
- Amplitude puzzles: the concept here is to remove an interference signal from an audio recording. The blue line is your goal wave, and the idea is to match it perfectly by selecting and combining two or more of the filter waves to the left. The waves reinforce or cancel each other over four segments, so if a positive wave is too high above the goal wave in one segment then look for a wave with a negative amplitude (below the line) in that segment to reduce it.
- Quarantine puzzles: uncover and neutralize a series of tracking devices in swift succession. The pulse of your detector increases with proximity to the target, slowing as it gets further away. When you have more than one target to find, note the red bar that fills around your cursor. After neutralizing a target, this shows your time limit in which to reach the next – or the operation fails. So the best tactic is to find them all first, at leisure, remember their locations, then race efficiently around the screen.

For most puzzles, you have the option of consulting in-game advice from Shaun Hastings if you fail to reach a solution in three minutes. Our hints assume you have consulted these first, and we explain some of Shaun's more obscure suggestions so that you may still attempt the solution yourself.

Note that it doesn't matter which Rifts you find first: you will always have to solve the puzzles in the same order. Each Rift unlocks a new data Cluster of puzzles to attempt.

Cluster 1

Theme Puzzle

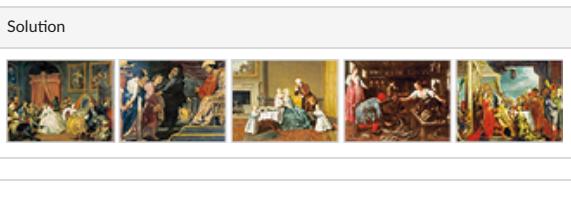
Riddle

MASTERS ALL, THEY DID NOT WORK, BUT RULED FROM ON HIGH.

Hint

The Templar lifestyle is one of power and privilege, not servitude. Pick out the ruling classes enjoying the luxury of their exalted position.

Solution



Chess Puzzle

Riddle

MOVING AWAY FROM THE SOVEREIGN AND HIS CROSSED BROW, THE PEOPLE TAKE TWO STEPS FORWARD.

Hint

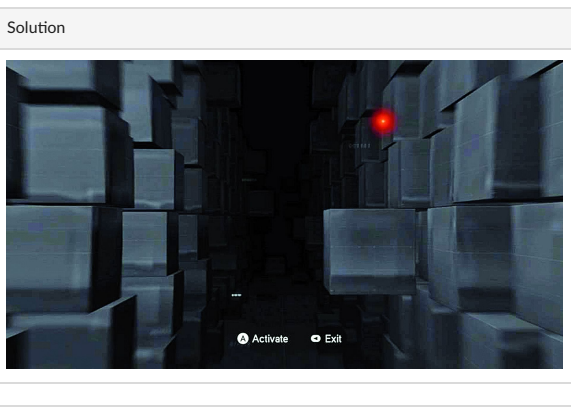
The sovereign is a ruler; the crossed brow further identifies the king by the shape of his playing piece (E1). The people are the pawns. In an opening chess move, the pawns can take two steps forward. Put this together and you have the pawn in front of the king moving two squares forward.

Solution

Select white pawn on E2 and move to square E4.

Quarantine Puzzle

Solution



Cluster 2

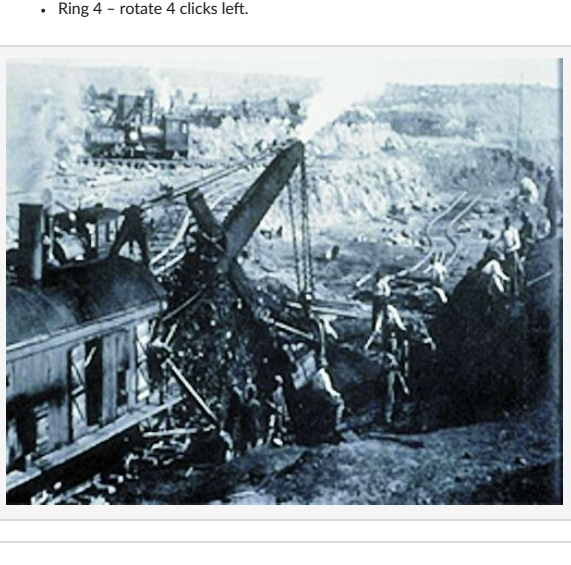
Ring Puzzle 1

Visual Hint

Match the iron chain links of the crane running vertically to the top to get the picture in the correct orientation.

Solution

- Ring 2 (also spins Ring 1) – rotate 2 clicks right.
- Ring 3 (also spins Ring 1) – rotate 3 clicks left.
- Ring 1 – rotate 4 clicks left.
- Ring 4 – rotate 4 clicks left.



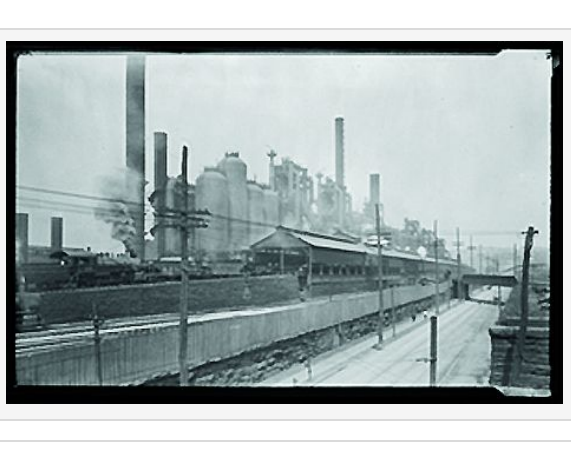
Ring Puzzle 2

Visual Hint

There is a skyline to rotate to the top of the screen and chimneys to align vertically.

Solution

- Ring 4 (also spins Ring 1) – rotate 2 clicks left.
- Ring 1 (also spins Ring 3) – rotate 5 clicks right.
- Ring 3 – rotate 4 clicks left.
- Ring 2 – rotate 5 clicks right.



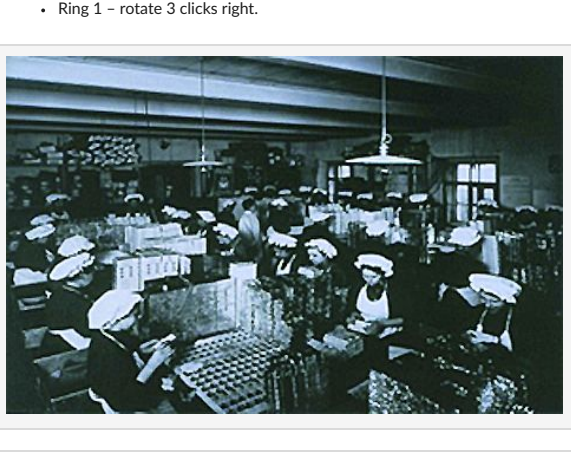
Ring Puzzle 3

Visual Hint

Working inwards, the outer edge of the image should show a production line of female workers.

Solution

- Ring 4 (also spins Ring 1) – rotate 1 click right.
- Ring 3 (also spins Ring 2) – rotate 5 clicks right.
- Ring 2 – rotate 4 clicks right.
- Ring 1 – rotate 3 clicks right.



Chess Puzzle

Riddle

THE WORKFORCE INCREASES. BROTHER RIGHT BESIDE BROTHER.

Hint

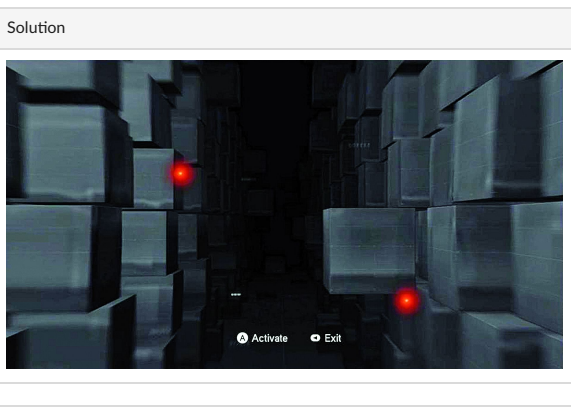
The brother is another pawn. So you need to move a pawn to stand beside the one already played at E4. "Right" rules out pawn D2 to the left.

Solution

Pawn F2 to F4.

Quarantine Puzzle

Solution



Cluster 3

Observation Puzzle

Riddle

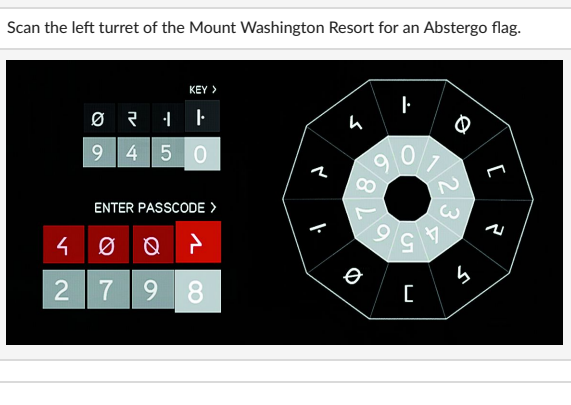
WASHINGTON SITS ABOVE THE GREEN, IN 1944, KEEPING A COOL HEAD. BELOW THE RIGHT 1, IS THE STANDARD BEARING 48. BEHIND, THERE IS A COMPANY WHOSE POWER IS GROWING.

Hint

The right-hand image of the Mount Washington Golf Course ("the green") is your search area. "The right 1" means the numbers on the dollar bill; a standard is another word for a flag.

Solution

Scan the left turret of the Mount Washington Resort for an Abstergo flag.



Cipher Puzzle

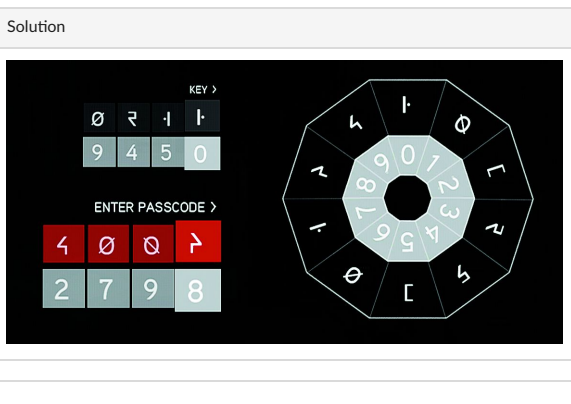
Solving Cipher Puzzles

The top line of numbers is your numerical key. For the first digit, the key shows a gray box containing number 9 and a numerical zero symbol above it. Align the Code Wheel by rotating it until that numerical symbol sits next to the inner 9. Now the Code Wheel matches the first digit of the key. In the Passcode box below, the first digit in the series corresponding to the 9 is a 2. So look at the Code Wheel and read off the symbol that is associated with number 2. Push up or down on the Movement Stick to scroll to that symbol. That's the first symbol of the Passcode entered. Push right to move to the next.

Hint

If you draw a line through the Code Wheel in the right place, the symbols are mirror images of their opposite. Taking care to enter the correct symbols for the rest of the Passcode, this mirror will help you fill in the missing symbols by looking at their mirror images.

Solution



Chess Puzzle

Riddle

AS A CONCESSION, A SMALL PIECE IS SACRIFICED FOR THE GREATER GOOD TO COME.

Hint

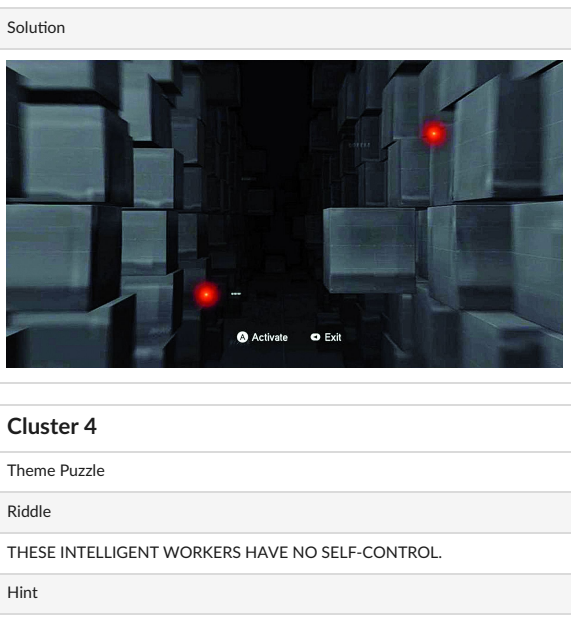
One of your pawns can take the opponent's pawn, even though this places it undefended at the mercy of the black knight's next move. That's the sacrifice.

Solution

White Pawn F4 takes Black Pawn at E5.

Quarantine Puzzle

Solution



Cluster 4

Theme Puzzle

Riddle

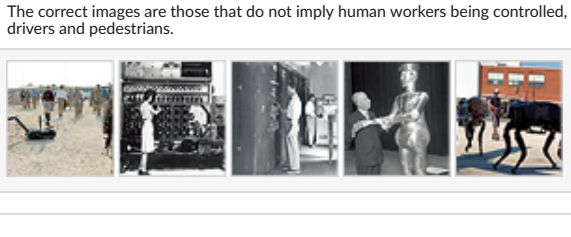
THESE INTELLIGENT WORKERS HAVE NO SELF-CONTROL.

Hint

Smart machines aren't enough – you need those dependent on a human controller.

Solution

The correct images are those that do not imply human workers being controlled, including the traffic light giving orders to drivers and pedestrians.



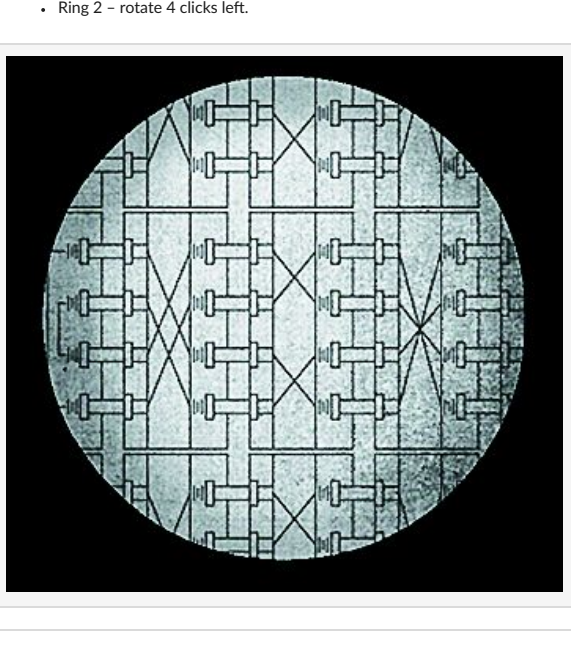
Ring Puzzle

Visual Hint

The static centerpiece shows the correct alignment of gridlines and components.

Solution

- Ring 3 (also spins Ring 1) – rotate 4 clicks right.
- Ring 1 (also spins Ring 4) – rotate 1 click right.
- Ring 4 (also spins Ring 2) – rotate 1 click right.
- Ring 2 – rotate 4 clicks left.



Chess Puzzle

Riddle

ALAN TURING SET OUT TO SOLVE THE PLIGHT OF THE WORKERS: M = (Q, Γ , B, Σ , Δ , Q0, F) WHERE Γ = [2, 3] Σ = [G].

Hint

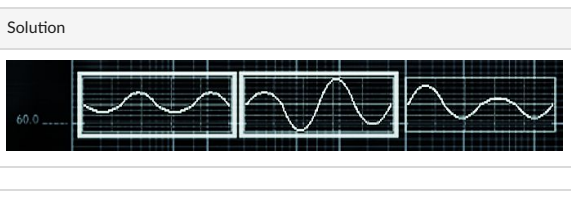
The white king (E1) is in check, so a normal chess play would be to defend him against the black queen (H4). The only legal move available rests with a "worker", both blocking and threatening the queen.

Solution

Pawn G2 to G3.

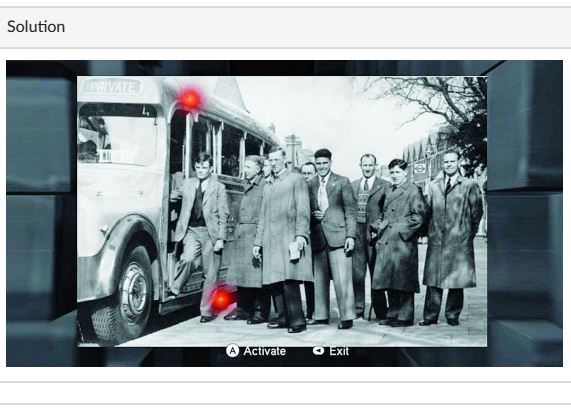
Amplitude Puzzle

Solution



Quarantine Puzzle

Solution



Cluster 5

Chess Puzzle

Riddle

DEMOCRATIC NATIONS WERE BUILT, EACH LED BY A POWERFUL VIZIER (KNOWN TODAY BY A DIFFERENT NAME), WHO MADE A MOVE TO BLOCK THE TEMPLAR ADVANCE.

Hint

You need to use your queen to block the advance. The correct move threatens the "Templar" black queen from a protected position.

Solution

Queen D1 to E2.

Observation Puzzle

Riddle

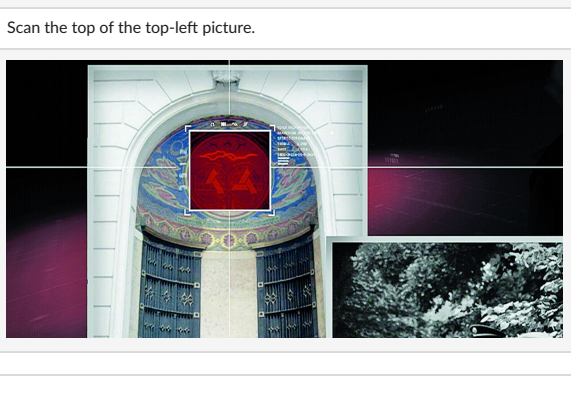
FROM A BOLT OF ELECTRICITY, GOVERNMENTS FELL.

Hint

Despite all the data here about the Chilean and Iranian coups, you're actually looking for an electrical bolt.

Solution

Scan the top of the top-left picture.

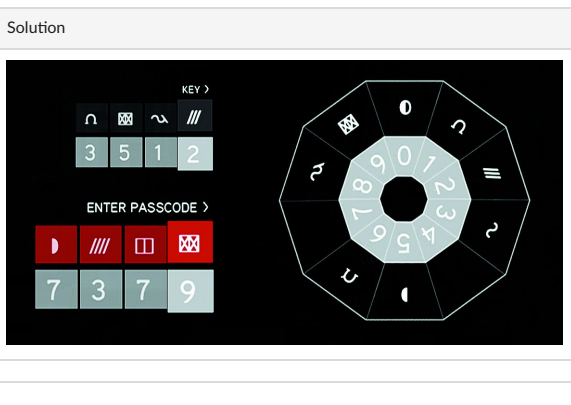


Cipher Puzzle

Hint

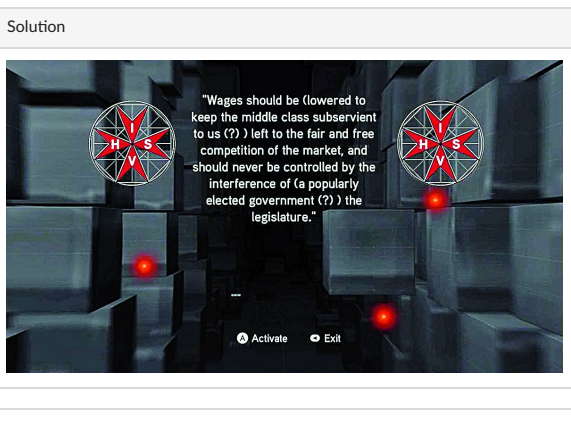
Of the ten symbols on this Code Wheel, five are identical to their opposing symbol except for extra strokes or oblique lines added. So when you align the wheel for number 5 and find the symbol for 3 is missing, look on the opposite side of the wheel for a symbol and add the extra stroke. For number 7, you need to remove some oblique lines to find the symbol.

Solution



Quarantine Puzzle

Solution



"Wages should be (lowered to keep the middle class subservient to us (?)) left to the fair and free competition of the market, and should never be controlled by the interference of (a popularly elected government (?)) the legislature."

Cluster 6

Observation Puzzle

Riddle

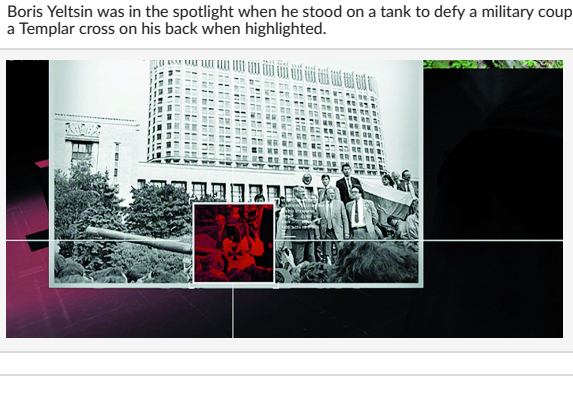
IMPORTANT MEN BEFRIENDED RUSSIA AS THE IRON CURTAIN WAS BLOWN APART. BUT THE MOST INFLUENTIAL COMRADE STAYED OUT OF THE SPOTLIGHT.

Hint

A wealth of messages give conspiratorial facts but incorrect coordinates. "Blown apart" should instead direct you to a prominent cannon.

Solution

Boris Yeltsin was in the spotlight when he stood on a tank to defy a military coup. But it is the cameraman filming him who has a Templar cross on his back when highlighted.



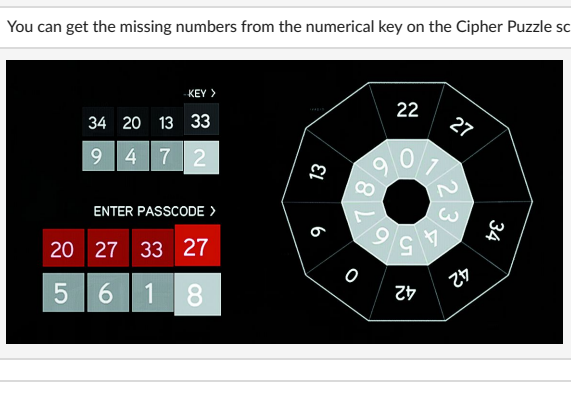
Cipher Puzzle

Hint

Since the Code Wheel sequence of "0 9 13 __ 22 27 __ 34 42 42" is constantly increasing, the missing numbers are easy to place in order.

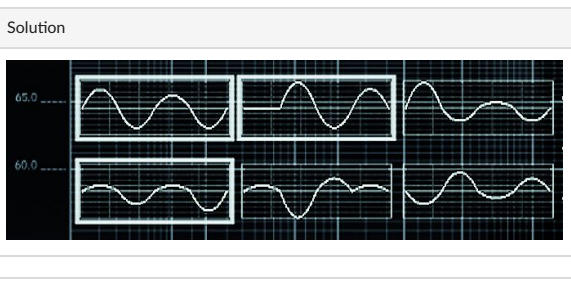
Solution

You can get the missing numbers from the numerical key on the Cipher Puzzle screen (or from the Observation Puzzle reticle).



Amplitude Puzzle

Solution



Chess Puzzle

Riddle

ALTHOUGH HIS PIECE REPRESENTS A SAVIOR, HIS SELF-SERVING ACTIONS REVEAL HIM AS A COUNTERFEIT.

Hint

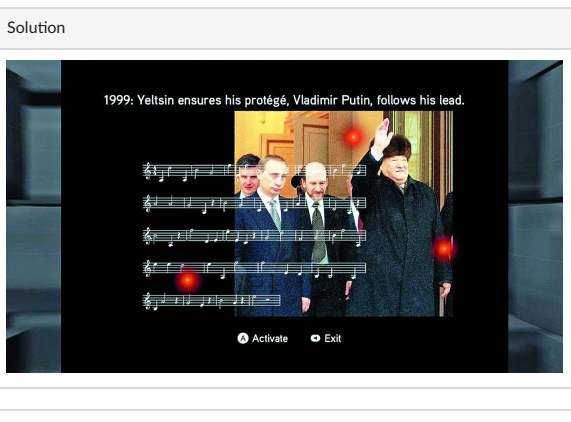
A synonym for a savior is a white knight, a term for a champion or rescuer, And since the F of "counterfeit" is highlighted in red, it indicates the piece to play.

Solution

White knight G1 to F3.

Quarantine Puzzle

Solution



1999: Yeltsin ensures his protégé, Vladimir Putin, follows his lead.

Cluster 7

Theme Puzzle

Riddle

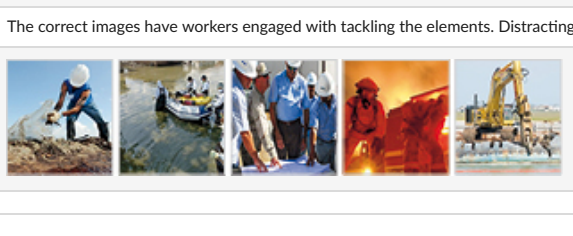
FIRE, WATER AND EARTH ARE CONTRACTED, WITH THE COMPLACENCY OF THE PEOPLE, AWAY FROM THE PEOPLE.

Hint

Many photos show people cleaning up after the recent Deepwater Horizon oil spill. Human error has been blamed for the disaster.

Solution

The correct images have workers engaged with tackling the elements. Distracting pictures show fire ships and satellite images.



Observation Puzzle

Riddle

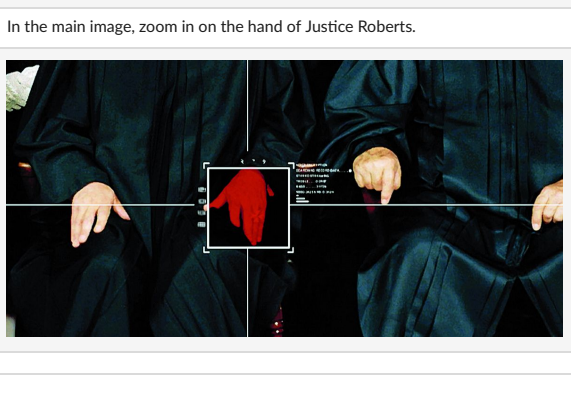
MAKING USE OF THAT CREATED BY 3, THE CENTER BEHIND THE SCENES WAITED FOR CITIZENS UNITED TO WED THE U.S. TO THE TEMPLARS' WILL.

Hint

The main image is of the Judges of the US Supreme Court, 2009. Subject 16's wedding reference relates to the popular token that people wear to signify their marital status.

Solution

In the main image, zoom in on the hand of Justice Roberts.



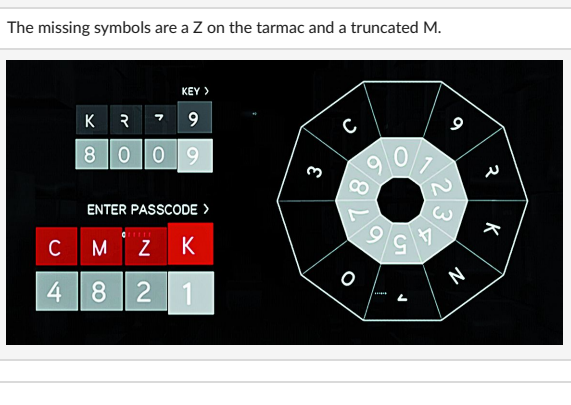
Cipher Puzzle

Hint

All Code Wheel symbols come from the aircraft carrier images you've just seen. Return to find NK on a jet's tail, a 3 on a helmet, the truncated 70 on the cockpit, a C on the photo above Paul Wolfowitz... Whenever you move the zoomed reticle over a relevant area, it will flash those symbols as coordinates for the Code Wheel.

Solution

The missing symbols are a Z on the tarmac and a truncated M.



Chess Puzzle

Riddle

B8-C6 6C-8B. OUR MOVES ARE ECHOES, THEY ARE NOT OUR OWN.

Hint

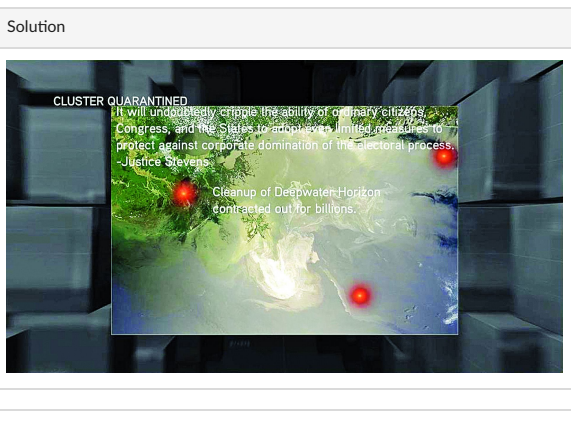
The clue spells out the move that the black knight has taken from its starting point. You can echo this move with your own white knight at the bottom of the board so that it mirrors the black knight above it.

Solution

White Knight B1 to C3.

Quarantine Puzzle

Solution



Cluster 8

Ring Puzzle

Visual Hint

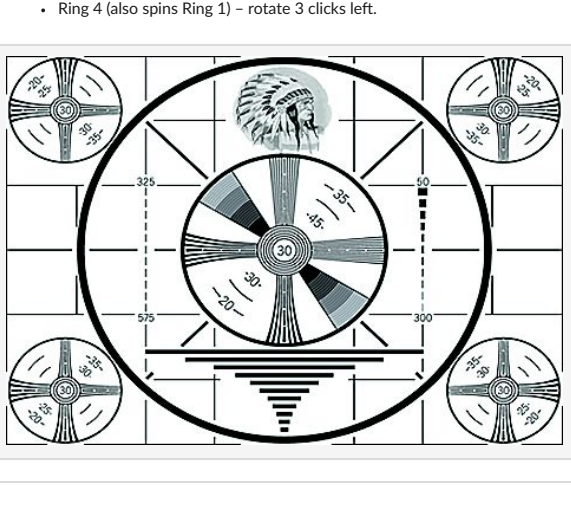
Align the old US TV test card with the chief's head at the top.

Hint

Interdependency makes this one much harder, so a useful hint is not to move Ring 3. You can do it all with 1, 2 and 4.

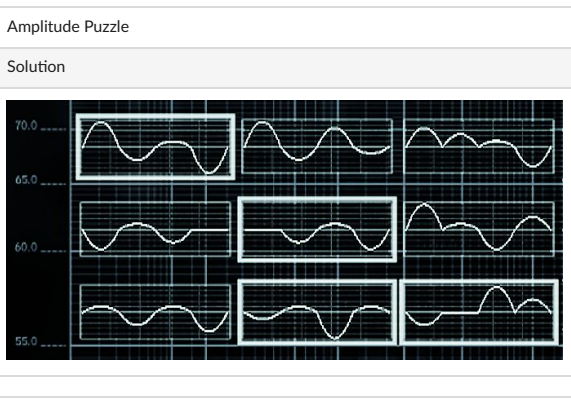
Solution

- Ring 1 (also spins Ring 2) – rotate 4 clicks right.
- Ring 2 (also spins Ring 4) – rotate 1 click right.
- Ring 4 (also spins Ring 1) – rotate 3 clicks left.



Amplitude Puzzle

Solution



Chess Puzzle

Riddle

WATCH! MOVE FAST! SHIFT FROM 1ST TO 2ND. 0-60, DON'T THINK.

Hint

TVs and sports cars are the distractions you shouldn't think about. There's only one piece that can legitimately move from Row 1 to Row 2, as the other would place white in checkmate.

Solution

King E1 to F2.

Quarantine Puzzle

Solution

Cluster 9

Theme Puzzle

Riddle

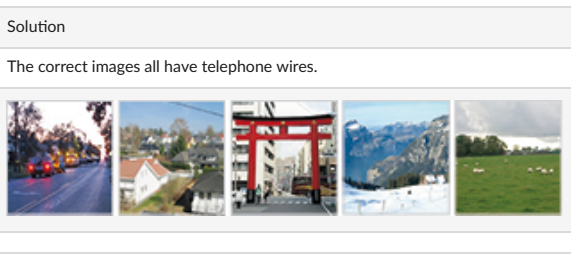
THEY LISTEN TO US WITH THESE VEHICLES THAT ARE FASTER THAN RACE CARS.

Hint

Look for a vehicle of communication rather than transport.

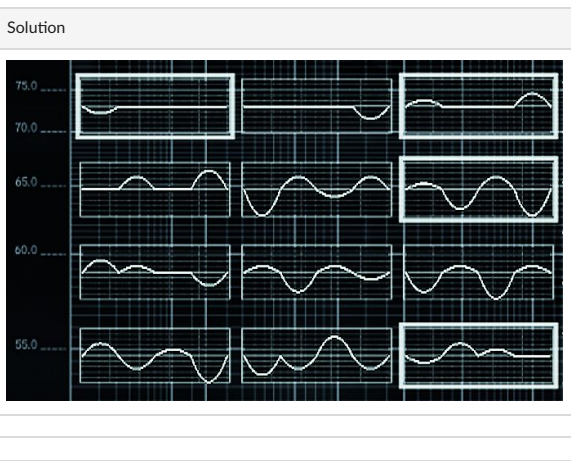
Solution

The correct images all have telephone wires.



Amplitude Puzzle

Solution



Chess Puzzle

Riddle

THE DARK HORSEMAN APPROACHES! MESSENGER AND FOOL, SHE CAN HEAR YOU ALONG THE STRAIGHT AND NARROW. BUT ONCE ON THE ADJACENT SLOPE, OBSERVE THE WHITES OF HER EYES.

Hint

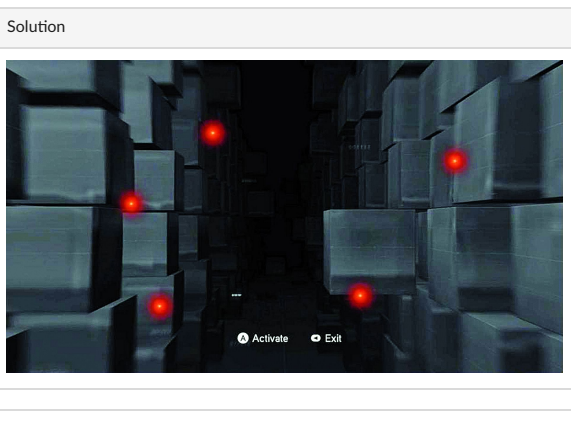
Shaun's cryptic advice is to move to an adjacent white square. Ignore the black knight reference; the threat is from the black queen on your side of the board. The right move here is to both block the queen and attack her.

Solution

Bishop F1 to G2.

Quarantine Puzzle

Solution



Cluster 10

Ring Puzzle

Visual Hint

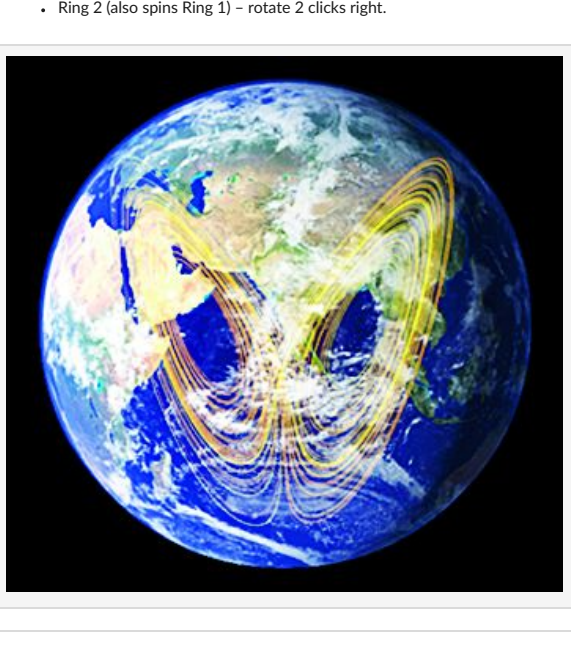
Don't be surprised if you recognize those electromagnetic rings from Subject 16's blood scrawls in Desmond's lab cell.

Hint

Again, leave Ring 3 in place.

Solution

- Ring 4 (also spins Ring 2) – rotate 5 clicks right.
- Ring 1 (also spins Ring 3) – rotate 2 clicks right.
- Ring 2 (also spins Ring 1) – rotate 2 clicks right.



Theme Puzzle

Riddle

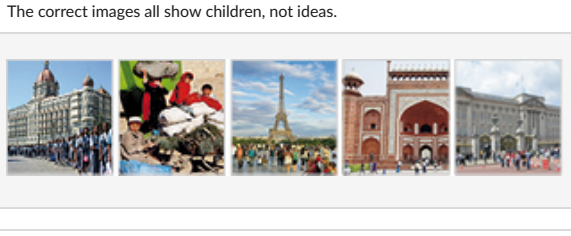
A PRODUCT THAT WE MAKE WITHOUT HANDS OR MACHINES.

Hint

Shaun's advice is completely misleading on this one; he's been fooled himself by the picture of Albert Einstein. There's a far more obvious theme in the pictures themselves, especially if you're family-minded.

Solution

The correct images all show children, not ideas.



Observation Puzzle

Riddle

WITH EACH PASSING DAY, THE PEOPLE GET STRONGER. FREEDOM ASCENDS, HERALDING A REVOLUTION.

Hint

There are plenty of distracting Assassin symbols, one to locate in each photo, and they will help you with the Cipher puzzle. But with Shaun's advice in mind, only some of the images have a sky to search.

Solution

For the correct coordinates, scan the upper image to reveal an eagle in flight.

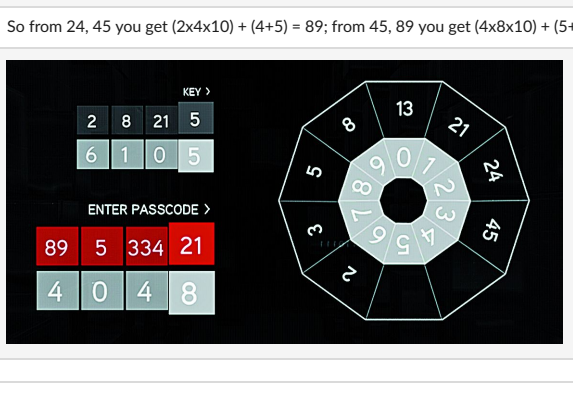
Cipher Puzzle

Hint

This looks like a Fibonacci series but it's more complicated, as per Shaun's advice. If you multiply the two previous tens columns and add the two previous ones columns then you get the missing numbers.

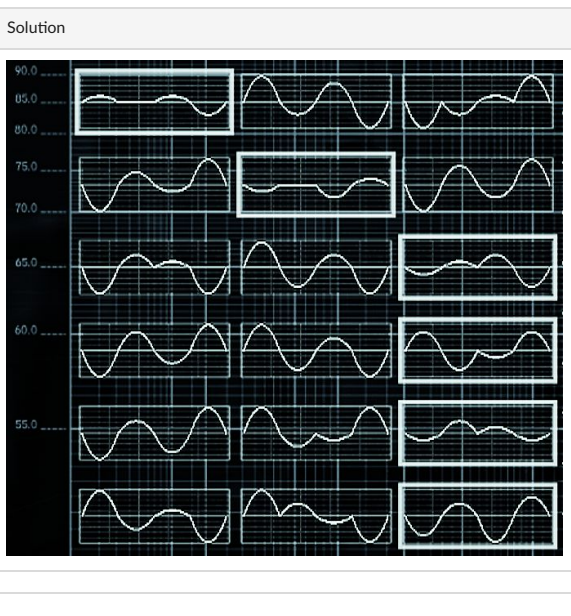
Solution

So from 24, 45 you get (2x4x10) + (4+5) = 89; from 45, 89 you get (4x8x10) + (5+9) = 334.



Amplitude Puzzle

Solution



Chess Puzzle

Riddle

+ 64 SQUARES, ALL RANKS AND FILES, EVERY MOVE ANTICIPATED. EVERY RESPONSE ENGINEERED. ABSTERGO CREATED IT. IT'S THE COMPANY'S GAME, THERE IS NO WAY OUT. + H. ACT II, SC.2 192. ABRAN LOS OJOS. TUAM LIBERA MENTEM. THE KING. F2. YOUR MOVE.

Hint

"Words, words, words!" Hamlet Act II, Scene 2 is when Lord Polonius makes famous reference to there being a method in the madness. Open your eyes. Free your mind!

Solution

The method in the madness is to refuse to play by Abstergo's rules. Remove your king from the board and plant it anywhere, even on the left-hand text, stamping the Assassin logo on the screen.

Quarantine Puzzle

Solution

There is one long spiral to keep clicking through, so just take it slowly and be sure to catch every one.

The Truth: Reward

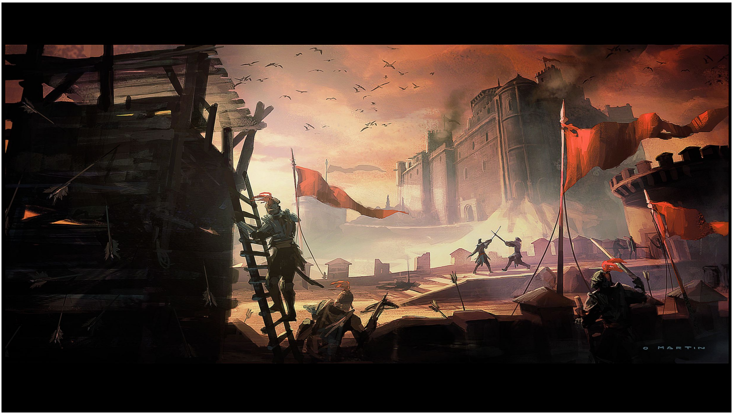
Besides granting an Achievement or Trophy, solving all Cluster puzzles grants access to Subject 16's secret area of the Animus. A cookie-crumb trail of mission markers leads you through the darkness, building and rebuilding a simple (but disorienting) world around you with each step. Glowing stairs, beams and walls of handholds eventually lead you to sets of three climbing elements – beams, bars and stairs – and you may pick only one in each instance. When you've collected four pieces, your choices will determine the type of path you then take to reach your rendezvous.

Rumors of Subject 16's death may have been slightly exaggerated, but those regarding his sanity don't seem too wide of the mark. Having somehow transferred an imprint of his consciousness to the Animus, Subject 16 babbles nervously of what is about to befall those around you and urges you to find Eve in Eden. Which leads us nicely into our story analysis overleaf...

Extras (Spoiler Alert)

Plot Analysis

The main storyline of the Assassin's Creed series tells of an ancient struggle between two opposing forces: the Templars, who seek to control the world, and the Assassins, who endeavor to preserve its freedoms. Both factions have chosen to operate in secret, wrestling – both in the past and in the present – for possession of archaic artifacts and futuristic technologies that would advance their cause. Indeed, by exploiting the capacity to relive moments in history, our protagonists gain insights into events that affect the present; and so the two threads of the narrative weave together.



The first Assassin's Creed opened with the events of 2012, finding the dominant Templars on the brink of realizing their dream of a New World Order (to refresh your memory of previous episodes, we've prepared an extensive glossary that starts overleaf). But as each chapter fills in another piece of the jigsaw puzzle, adding new depths and revelations to the common backstory, new questions arise.

Brotherhood: Key Events

The story of Assassin's Creed Brotherhood continues precisely from the point at which Assassin's Creed II concluded. The Assassins of 2012 are now fugitives, hounded from their warehouse base by Warren Vidic and the Templar spies of Abstergo Industries. Having extracted vital information from hero Desmond Miles, the Assassins are close to finding a Piece of Eden hidden by one of his ancestors. Despite the dangers of the procedure, Desmond consents to spending more time in the Animus machine in search of clues to the artifact's location.

The Animus also picks up the story from the previous Memory Sequence of Renaissance Rome. Still reeling from Minerva's words and visions, Ezio Auditore reclaims the Apple and escapes the Vault under the Sistine Chapel before it seals tight.

Rodrigo has vanished and the Staff is irretrievably lost to the ancient mechanisms of the chamber (Fig. 1). Returning to Monteriggioni, Ezio is berated by the other Assassins for sparing the life of the Spaniard. He wonders, wearily, if his work is finally done. His question is answered when artillery fire rains down upon the family villa during a romantic clinch with Caterina Sforza, a belligerent imposition of coitus interruptus courtesy of the armies of the defeated Pope. Cesare Borgia, the son of Rodrigo, exacts his vengeance and razes the citadel despite the best efforts of Ezio and Caterina's mercenaries (Fig. 2). Ezio escapes with his family but Mario is slain; worse, the Apple that Ezio had entrusted to his uncle's safekeeping passes to the Borgia.

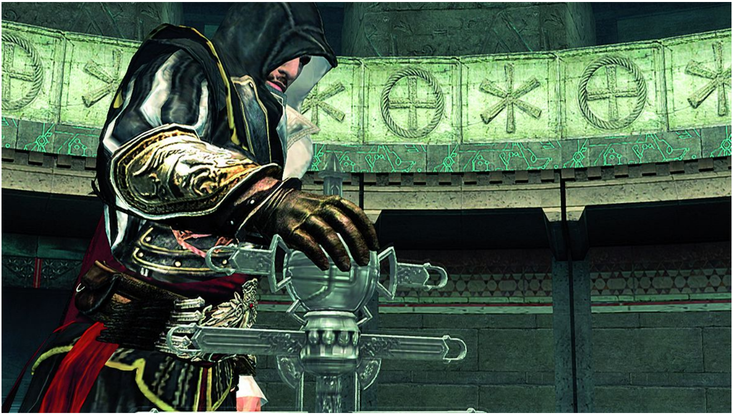


Figure 01

Outside the Animus, the modern day Assassins retrace Ezio's path to what remains of Monteriggioni (Fig. 3). Led by "ghosts" of the Bleeding Effect, Desmond and Lucy work together to uncover the stronghold's old Sanctuary room. Here, they hope, their operation will be shielded from detection by Abstergo's ubiquitous spy network of cell phone towers. Desmond's improving Eagle Vision also reveals a code – 1419, 1420, 1421 – left by Ezio in centuries past. On the assumption that Ezio must have retrieved the Apple stolen by Cesare Borgia (Fig. 4), Desmond returns to his ancestor's life via the Animus with one critical objective: to discover the location of the Piece of Eden.

Figure 02

The main events of Assassin's Creed Brotherhood thus follow Ezio's vendetta against the Borgia. Though Rodrigo is weakened, his son Cesare plans to expand the family's influence from Rome to all city states in the nation. Ezio plots against every move, calling in favors from old friends and making new ones with a determination that sees the Apple returned to his hands (Fig. 5). With its powerful aid, he finally defeats Cesare Borgia.

Figure 03

Ezio then hides the Apple in a Vault beneath the Colosseum. It is the final information that Desmond has been seeking, prompting the contemporary Assassins to head there in search of the hidden entrance. What they encounter turns out to be a Temple of Juno (Fig. 6), although only Desmond is able to hear the voices of Those Who Came Before.

On finding the Apple, Desmond accepts the mission entrusted to him by Minerva and Juno by requesting the location of the Temples he is supposed to uncover. The reply is unapologetically cryptic, displaying a Masonic Eye and a Phrygian Cap. But it is enough of an answer for Shaun to think he has the solution...

Before he can reveal it, though, the team suffers an unexpected betrayal. Having activated the Apple, Desmond triggers the next phase of an ancient plan: a program conceived by the First Civilization, vast in scope and ruthless in its determination. Though he fights to resist, the artifact compels Desmond to stab Lucy while the others remain helplessly frozen in time.

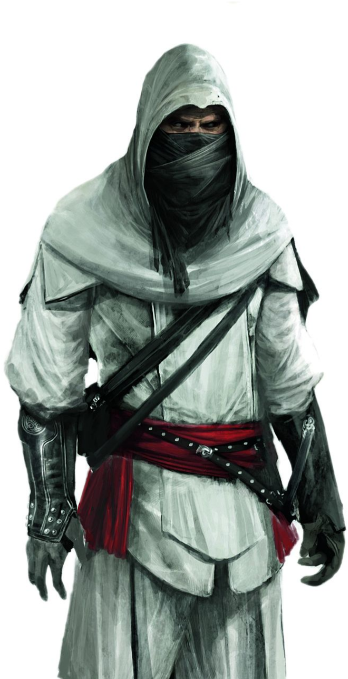
Stirring from unconsciousness, Desmond is vaguely aware of being manhandled into the back of a van. Voices argue over returning him to the Animus, and he is barely able to protest before the darkness descends again.

AC Glossary

Recurring themes, characters, symbols and concepts underpin the world of Assassin's Creed, creating an intriguing backdrop to the alternative histories and conspiracy theories. To refresh your memory of previous episodes or check a reference, this section covers some of the currently accepted theories and versions of events in the AC canon. The following may help to throw light on your own questions about what's really going on.

The Two Brotherhoods

Assassins



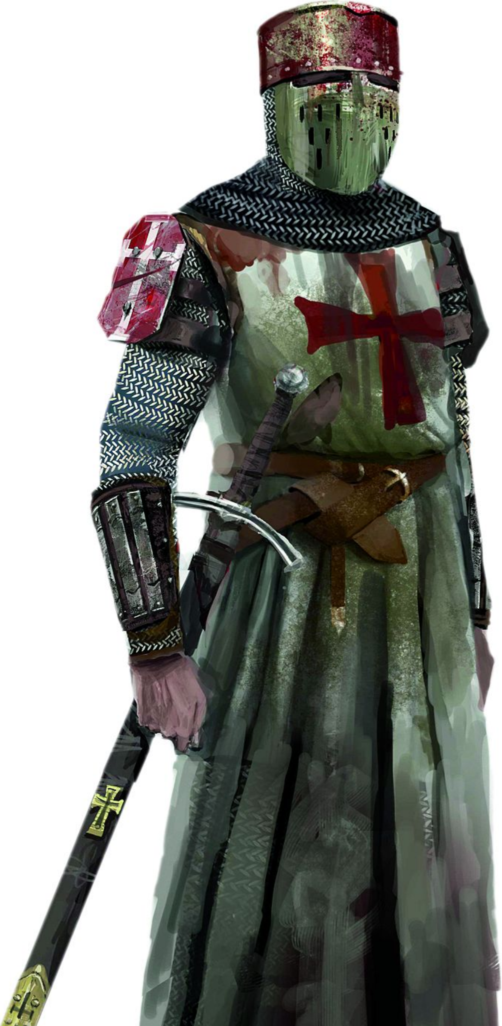
For over 2,000 years, the Assassin Order has been fighting a war. Their weapons are intelligence, stealth and surprise. They will send a lone agent against a legion; and they will halt the march of 10,000 soldiers with the death of one.

Assassins are sworn to preserve free will and to defend the freedom of the individual against abuses of power. The philosophy of the Templars is thus anathema to the Assassins, who see it as a form of enslavement: mankind as cattle, human beings reduced to mindless dependency on their overlords for the sake of stability.

When the Templars survived Altaïr's campaign and retreated to the shadows to regroup, the Assassins were also forced to adopt a more covert mode of operation. By Ezio's time, they had become every bit as secretive and invisible as the Templars. Ritual still bound the Assassin Order, and they declared their loyalty with the famous words of Hassan-i Sabbah: "Nothing is true; everything is permitted". But the modern day finds the organization under even greater pressure, seemingly adopting the cell structure of underground political resistance groups to overcome the superior tracking and surveillance that the Templars can now employ through Abstergo.

Following the revelations of The Truth, it is worth making the distinction between affiliation and bloodline when using the term "Assassin". The Assassin Order has recruited many useful individuals to the cause, all of whom are valued for their contribution. In their respective times, Shaun Hastings and Niccolò Macchiaveli earn the title of Assassin by their loyalty and membership of the faction. But when Subject 16 declares the Assassins to be "children of two worlds", he references the lineage that joins Desmond Miles, Ezio, Altaïr, and others back to Adam and the genetic union with the First Civilization. In this sense, these are the true Assassins and they demonstrate powers that ordinary humans can never hope to gain through training.

Templars



The Templar Order received papal recognition in 1129 and found fame through their military engagements in the Holy Land during the Third Crusade. But the organization is possibly much older, representing a faction that has little to do with the Roman Catholic Church. Although the order was supposedly disbanded in 1312, with rumors of secret initiation ceremonies, their dissolution merely allowed the Templars to vanish from public life and avoid further scrutiny. For centuries they continued to extend their reach from the safety of the shadows, infiltrating institutions of power and establishing others as a front for their activities. With the advantage of First Civilization technology, they have exercised an invisible hand in shaping the key events of world history. The modern Templars operate under the identity of Abstergo Industries.

The Templars share a dream of world peace, even if they intend to achieve it through methods of manipulation and control. Unfettered by religious or moral obligations, their "New World Order" will maintain global stability by crushing disobedience and dissent. They have considerable knowledge of the true path of history, having positioned key operatives throughout much of it: Pope Alexander VI, Joseph Stalin and Lee Harvey Oswald are just a few of the names on a membership list that weaves through the ages like a serpent. Furthermore, their conspiracies are inextricably linked with the covert rediscovery and exploitation of First Civilization technology. The first known attempt to seize control of the Pieces of Eden was dealt a major blow by the efforts of Altaïr, who was able to track down and assassinate several high-ranking figures in the hierarchy. Though the Templars survived, they never again underestimated the threat posed by the Assassins.

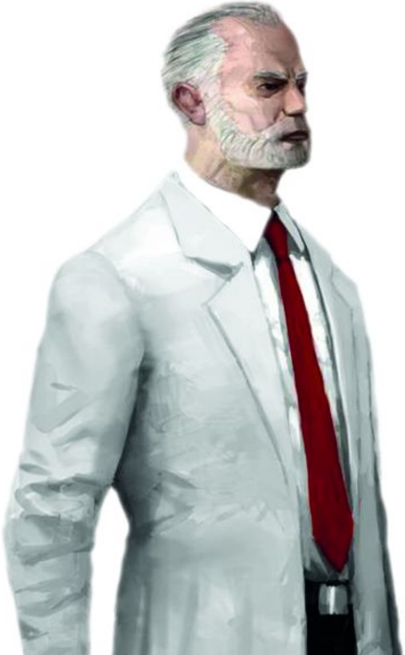
Modern day Templars

Abstergo Industries

Taking its name from the Latin verb meaning to "cleanse" or "wipe away", Abstergo is the corporate modern identity of the Templar Order. Its public face in the world of commerce serves as a useful cover, facilitating the redirection of money, resources and power around the globe in the furtherance of its aims. Though supposedly concerned with the fields of medicine and pharmaceutical science, the company is active in many other areas of research. Evidence suggests Abstergo funding and support was instrumental in assisting the Manhattan Project to create the first atomic bomb. Of the current staff, Dr. Warren Vidic is known to report to CEO Alan Rikkin.

The company has publically announced that it is expanding its business with what it describes as a low-orbit telecommunications satellite. In private, it is racing to find Piece of Eden No. 3 before Desmond and the Assassins achieve the same goal. If Abstergo succeeds in using the artifact to control Earth's population from space, the planet may indeed be "cleansed". The Eye-Abstergo is set for launch on December 21st, 2012.

Warren Vidic



The head of research at Abstergo Industries, Dr. Warren Vidic is the man behind their research into genetic memory. Desmond strongly suspected that Vidic was only keeping him alive for as long as he was useful, and the scientist's behavior indicates an icy pragmatism. When Vidic stepped in to save Lucy from other Templars, it was so that he could employ her proven academic insights on the Animus project.

Although a Templar of some standing, Vidic reveals an irritability and short temper whenever he has to report bad news and delays to his superiors. Desmond gained a glimpse of some of them – three suited executives in the conference room at Abstergo – in a debriefing with Vidic after accessing the final Altaïr memory. But there may be even higher echelons in the organization, powerful individuals who set tasks and determine the strategies of the entire Templar Order.

2012/12/21

Among the many symbols and scrawls that Subject 16 daubed on the walls of his holding cell within Abstergo Laboratories, Desmond is able to discern the numbers "13.0.0.0.0" with his fledgling Eagle Vision. Alas, not being a scholar of ancient Mesoamerican culture, he couldn't hope to recognize this as the conclusion of the Great Cycle of the Mayan Long Count Calendar. Believers of the Mayan Prophecy hold that the completion of the 13th baktun (a unit of 144,000 days) marks the end of the world, a time of transition and possibly even Armageddon. When converted into the Gregorian calendar of Western Europe, the date translates as December 21st, 2012. This happens to be the launch date of the Eye-Abstergo telecommunications satellite, with which the Templars intend to put a Piece of Eden into orbit around the Earth. The ruthless tenacity of Abstergo's hunt for P.O.E. No. 3, or Ezio's Apple of mind control, exposes their plan for enslaving most of mankind.

Assassin's Creed Brotherhood concludes with only 72 days left to launch.

Modern day Assassins

Desmond Miles

In September 2012, a bartender was kidnapped by a pharmaceutical and science research company and subjected to several days of experimentation in a bizarre form of virtual reality. Though appearing to be just a guy off the street, a man of no importance, Desmond Miles was the direct descendent of some very significant figures in history, and it was this which interested his captors. Given the ominously clinical title of Subject 17 by the laboratory staff, Desmond became the unwilling guest of Abstergo Industries.

Abstergo wished to explore specific genetic memories relating to an artifact, a Piece of Eden, and the events that determined its fate. Abstergo's previous test subjects had also been chosen for their DNA, a bloodline that linked them to the past. With the information gleaned from the Animus, supervisor Dr. Warren Vidic hoped to locate and access the artifact in the present day.

In the first Assassin's Creed we discovered that Desmond was actually raised by a group of Assassins, though he rebelled against it. From his point of view it had been more like living in a weird commune, cut off from the world, and he evidently had trouble accepting the choices made by his parents. Running away in his teens, Desmond became a drifter and was working in a bar when the Templars tracked him down.

Desmond finally escaped from the Abstergo laboratory with the help of Lucy Stillman, who introduced him to colleagues in the Assassin Order. Even after learning of the dangers, Desmond agreed to help Lucy fight back against the Templars. If a fraction of what he learned in the Animus is true, the only way to escape them is to defeat them. Nevertheless, the procedure is taking a heavy toll on Desmond's perception of reality. The Bleeding Effect is rapidly turning him into a more capable Assassin, granting powers such as Eagle Vision, but visions of the past are beginning to surface without the aid of the machine. Worse, Desmond appears to be no more than another pawn manipulated by the First Civilization – a mere beast of burden to carry the DNA stock that they stored in him and all his ancestors through hybridization, with the aim of reviving that stock in due course.

The Animus has revealed Altaïr and Ezio Auditore to be among Desmond's ancestors, but how many more Assassins will surrender their memories? How many more minds will attempt to share his consciousness?

Lucy Stillman

Lucy Stillman became involved with Abstergo Industries after her postgraduate research in cognitive neuroscience was dismissed by the mainstream academic community. Just when it seemed her scientific career was over, Abstergo took an interest in her work and she was assigned to the Animus project. Learning more than the Templars intended, she would have been killed for her knowledge if not for the intervention of Dr. Warren Vidic.

According to Lucy, that is. Some of these facts may be just a cover story, because she is also a sleeper agent recruited by the Assassins to infiltrate Abstergo. Lucy first signaled her secret allegiance to Desmond in Assassin's Creed with the hand-sign of folding a finger, a reference to the amputation that identified ancient members of the Assassin Order. From that moment, Desmond believed he could trust Lucy and was ready to follow her in escaping the laboratory. Even so, her efficient dispatching of Vidic's guards revealed an unexpected talent for combat.

Lucy and her colleagues comprise just one of several small teams working in the field. There are other Assassin groups out there, working in collusion and evidently having means of communication, though Lucy admits that their numbers are dwindling. When Vidic tracks them down to their warehouse in AC2, Lucy's team is forced to surrender another Assassin safe-house to the Templars.

On arriving at Monteriggioni, Lucy demonstrates her Assassin training by working with Desmond to find the entrance to the Sanctuary. She also follows him as he penetrates the crumbling defenses of the Colosseum Vault, though she evidently sees and hears nothing of the ancient presences who talk to Desmond throughout.

It is this which seals her fate, though the game ends uncertainly on a cliffhanger. The First Civilization cannot allow Desmond to be sidetracked from his union with Eve, the carrier of the other half of the First Civilization DNA stock and the key that Subject 16 names. Lucy is a distraction they cannot afford. So when Juno mentions the danger of the cross once again (is Lucy a Templar pawn after all, placed to win his cooperation? Or simply a human with whom Desmond is forbidden to "cross"-breed?), the brutal conclusion is delivered by the Assassin who trusted her above everyone else in the world.

Shaun Hastings

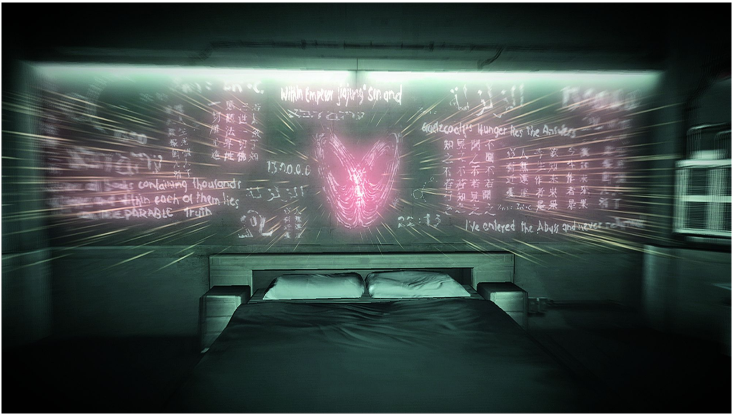
The historian of the team, Shaun was a university lecturer whose radical opinions saw him swiftly ejected from the ivory towers of academia. That same intellectual flexibility made him ideal recruiting material for the Assassins, who needed somebody to reconcile accepted historical accounts with the secret wisdom of Templar influence on world events. With his remarkable knowledge of dates, people and culture, Shaun maintains the Database for Animus users and keeps agents informed. His acquaintance with religious mysticism cracks the code of the Colosseum Vault, long before Desmond understands the puzzle. As a field operative, however, being less technical than the others often leaves Shaun with menial tasks such as driving the truck to Monteriggioni, which hasn't improved his mood since AC2.

Rebecca Crane

Rebecca's creation of the Animus 2.0 was vital for the Assassins to keep up with the discoveries of the Templars. Her resourcefulness with stolen and salvaged components has kept the team's equipment functional, and also meant that Subject 16's data cache was imported to the Animus 2.0 after an upgrade with an Abstergo memory core.

A geek and a technophile, Rebecca may occasionally come across as immature but her interest in hacking and her attention to surveillance measures has quietly helped to keep the group hidden from Templar eyes.

Subject 16


Within Emperor Jiajing's Sin and
Quetzalcoatl's Hunger lies the Answers
22:13
I've entered the Abyss and never

Subject 16 was an Assassin captured by Abstergo Industries and preceded Desmond Miles as their Animus test subject. This is why Desmond is also referred to by Warren Vidic as Subject 17.

The fate of Subject 16 is a stark warning of the dangers of prolonged exposure to the Animus. Having acquired the memories of many different ancestors, he began to glimpse the threads of history from many different perspectives. Briefly, this metaconsciousness enabled him to grasp the emerging patterns from a superior perspective.

But his own personality was consumed by it, lost amid the clamor of voices, and he anticipated the loss of his sanity as a result of the Bleeding Effect. Working against his captors, Subject 16 hacked into the Animus to leave clues for subsequent Assassins in the form of Glyphs. Even in committing suicide, he used his own blood to daub symbols on the walls of the Abstergo laboratory – symbols whose traces would be evident to another Assassin with Eagle Vision.

The trail of clues eventually leads Desmond to an encounter with Subject 16 himself – or what remains of him, a ghost in the machine. He has seemingly transferred some imprint of his consciousness to the Animus, an encoded intelligence that now hides in the spaces between its virtual realms. Subject 16 cryptically tells Desmond that he must find Eve in Eden, as her DNA is the key that complements Desmond's own DNA. And the fruit of their union will be a son – a savior reviving the gene stock that has long remained dormant in Desmond's hybrid lineage? Though they are related in some fashion, Desmond shows no recognition of the burnt-out fugitive, however, and fails to grasp his predictions.

Renaissance Assassins

Ezio Auditore da Firenze

A freewheeling, insouciant 17-year-old, the young Ezio sees his father and brothers wrongly executed during the opening chapters of Assassin's Creed II. What at first seems an act of mere political corruption soon suggests something far greater at work. Ezio's father belonged to the Assassin Brotherhood, making the Auditore family natural enemies of the secretive Templar Order.

After intense training from his uncle Mario, Ezio chooses to accept his destiny and fight the Templars. He collects the scattered pages of a mysterious Codex – a book that, once restored to completion, will lead to a powerful secret. Ezio is helped in his quest by several unexpected figures who are also, it transpires, members of the Brotherhood. These include his uncle Mario, but also Leonardo da Vinci, La Volpe and Niccolò Machiavelli.

Assembled and interpreted, the Codex leads Ezio to a Vault hidden under the Vatican. It is the very same place sought by Rodrigo Borgia, sworn enemy and leader of the Templars, in his bid to secure dominion over mankind. The two men fight, each using their respective Piece of Eden: the Apple Ezio stole from Borgia, and the Papal Staff Borgia owes to his office. After beating Rodrigo to the ground, Ezio, though wounded, opts to spare his opponent's life.

Entering the Vault's chamber, Ezio meets with a holographic projection of a woman who introduces herself as Minerva. Ezio is dazzled by her visions but doesn't understand the message she delivers to him.

This is where Assassin's Creed II ends, and where Assassin's Creed Brotherhood begins. After the sacking of Monterrigioni, in which the Auditore are robbed of both the Apple and Mario's life, Ezio begins to undo the Borgia hold over Rome with the help of the Assassins.

Taking advantage of the Borgia's departure on business, Ezio swiftly exploits their absence to rescue and recruit the victims and enemies that the family had made in Rome. Each victory earns him a little more influence in the city. With the political authority of the Borgias resting on their capacity to buy friends and favors in every situation, the Auditore contrive to assassinate Cesare's primary financier. This severs a vital economic artery to the Borgia estate.

Appointed head and Mentor of the Assassins faction for his efforts, Ezio seizes the moment to enter Castel Sant'Angelo through a lightly guarded secret entrance. Inside, Cesare and Rodrigo Borgia argue over the Piece of Eden. The Pope is slain and the forsaken Lucrezia tells Ezio how to reach the Apple's hiding place first. Using just a fraction of the Apple's potential, Ezio is able to have the Borgia arrested. Nevertheless, his reluctance to exploit the artifact's power is overcome by his suspicion. Premonitions from the Apple reveal to Ezio that Cesare will flee prison and make for Viana in a bid for the recuperative safety of Spain. The Assassin acts on the information to penetrate the Navarrese defenses and complete his deadly assignment, vanquishing his Borgia nemesis.

Finally Ezio hides the Apple in a Vault somewhere beneath the Colosseum, using the "72" code of the Tetragrammaton. Making his clues to the puzzle visible through Eagle Vision, Ezio knows that only one of his kind – which will turn out to be Desmond – will be able to see it, and decipher it.

Mario Auditore

After his brother Giovanni was murdered, Mario took personal charge of Ezio's development at the beginning of AC2, teasing and coercing his last surviving nephew into an intense training regime.

Though stern and chiding at times, that steadfast avuncular nature prompted Ezio to feel confident when placing the Piece of Eden in Mario's care. Regrettably, it was too desirable a prize for even a seasoned Assassin to defend. Breaching the walls of Monteriggioni, the Borgia prove unstoppable and the Apple falls into their hands. Cesare himself delivers immediate and ruthless retribution, shooting Mario in the back as he lays wounded on the ground.

Claudia Auditore

While Ezio disappeared for months in Assassin's Creed II, avenging his father and enjoying a taste of the world, his sister Claudia stayed in Monteriggioni to care for their mother and administer the running of her uncle's estate. If Ezio had inherited their father Giovanni's blade, it seemed that Claudia had inherited his bookkeeping.

So when Cesare Borgia destroys the family retreat, Claudia decides that she will no longer be sent into hiding. She disobeys Ezio's instruction and brings her mother to Rome, where she argues for their usefulness in managing the Courtesan's Guild. Having learned about the trade while under the protection of a brothel in Florence, Claudia is perfectly placed to run the business in the interests of the Assassins.

Claudia's lineage truly demonstrates its influence after she is forced to use a blade, disposing of some unwelcome guests. When the Assassins reconvene, Claudia is offered her rightful place in the Assassin Order and takes the Oath.

Maria & Giovanni Auditore

Like his brother Mario, Giovanni was a skilled Assassin and active member of the Assassin Order but kept it hidden from his son Ezio. Working as a banker for the Medici provided a suitably dull cover profession, though Ezio later heard of the heroic service his father had once performed for them. As revealed in the Assassin's Creed: Lineage movies, Giovanni was engaged in uncovering a Templar conspiracy, not realizing he had stumbled onto the Borgia's bid for the Papacy, when Rodrigo had him executed. Ezio's mother Maria never truly recovered from the loss, retreating into silent grief for many years.

Monteriggioni

Built in 1290 and later purchased by Domenico Auditore, this fortified Tuscan retreat would serve as a base of operations for Domenico's great-grandson Ezio during the events of AC2. At the center of the town is the Auditore family villa. Mario shared with his nephew the secret of Domenico's Sanctuary room, deep below the villa, in which Ezio inherited treasures passed down from Altaïr. It is a natural choice of location when Ezio himself must bequeath a legacy to future generations of Assassins. The treasure in this instance is information, a secret message for his present-time descendent Desmond that will lead him to where the incalculably valuable Piece of Eden is hidden.

Leonardo Da Vinci

As a patron of the arts, Maria Auditore first introduces Leonardo to her son by describing the artist as a painter. Over the next few years, while Leonardo worked on his flying machine, Ezio struggled to find any other art or science in which the renowned polymath and genius could not excel. Leonardo aids Ezio by deciphering the pages of the Codex, sometimes adapting the blueprint with specifications of his own.

Ezio is eventually reunited with Leonardo after a concerted attempt to remove the Borgia stranglehold on Rome. The inventor's life had only been spared in past years so that he might construct devastating war machines for Cesare's armies. Leonardo also reveals that he can, purely from memory, reconstruct and improve the Codex inventions destroyed at Monteriggioni.

Niccolò Machiavelli

Born to a celebrated Florentine family, Niccolò was destined for a role in politics from an early age. The Machiavelli had already done much to further the cause of the Assassins in Italy, always striving towards a free and fair society by maintaining a vigilant watch over those who made and enforced the laws.

Machiavelli teaches Ezio the value of distancing oneself from emotions at a time when Auditore is greatly burdened by them. Frequently challenging the Assassin's observations and assumptions, Machiavelli draws attention to small details that prompt Ezio to consider a different perspective.

When Ezio is elected head and Mentor of the Assassin Order, he uses the opportunity to affirm his faith in Machiavelli. In turn, Machiavelli pledges to write a book about Ezio.

La Volpe

Few know La Volpe by his real name, Gilberto, and fewer still would recognize him in a crowd or hear him running over the rooftops above. But those who live on the streets often believe they have glimpsed him, embellishing the myths of his speed and daring. The head of the Florentine Thieves' Guild in AC2, "The Fox" tested the younger Ezio's free-running against one of his own pickpockets and then revealed to him the mechanism for entering secret passageways around the city.

Acknowledging his other position on the council of Assassins, La Volpe was among those who accepted Ezio as the Prophet and served witness to his swearing of the Oath. He later commends Auditore as a Mentor of the Assassin Order.

Bartolomeo D'Alviano

Liberated from his prison cell by Ezio during the events of AC2, Bartolomeo D'Alviano repaid the favor by lending soldiers for an assault on a Templar conspirator. But a condottiero must go wherever the pay takes him, so Ezio now finds the mercenary captain fighting to defend Rome. Bartolomeo helps Ezio defeat the Baron de Valois, the leader of the French army threatening the city.

Caterina Sforza

When the young Ezio saved an attractive woman stranded by the ocean tides in AC2, he had no idea she was the Contessa of Forlì. We can only assume that higher motivations spurred him on. She granted him passage to Venice in gratitude, though Leonardo's warning of her truculent and fiery nature did little to dampen the enthusiasm of the fledgling Assassin. Caterina's story was explored further in the Battle of Forlì DLC, one of the corrupted Animus Memory Sequences of AC2, after which she became Ezio's occasional lover.

Caterina is captured when she leads her men against the Borgia armies in the defense of Monteriggioni. She is held captive at Castel Sant'Angelo, where Lucrezia Borgia chains and taunts the Contessa. When Ezio first infiltrates the stronghold, it is with the intention of catching the Borgia off-guard. On discovering that Caterina is being held prisoner, he is able to turn a failed assassination bid into a successful rescue.

Pietro

Being an actor, a profession of low social standing, Pietro nevertheless attempts to win the affections of Lucrezia Borgia. When she takes him as a lover, Pietro believes it is down to his gifts and does not realize she is far more experienced at playing dangerous games. Jealously protecting his sister, Cesare Borgia orders Pietro's death; it is only the intervention of Ezio that prevents the actor appearing in his own bold murder on the theatre stage. When Ezio finds Pietro has also been poisoned for safe measure, he delivers him to a doctor for an antidote. Pietro rewards Ezio with a key to a secret entrance at Castel Sant'Angelo, given to him by Lucrezia.

Renaissance Templars

Cesare Borgia

Born to a mistress of the Pope and denied the power granted to his elder siblings, Cesare is only interested in the Templar organization as far as it benefits him. Still swayed by the promises but finding their conspiratorial methods too slow, his grand ideas would overturn the old order completely. He claims the title of Captain General after the "untimely" death of his older brother and takes a royal French bride to secure further military aid from the King of France. It is this army of cannon, tower and pike that besieges Monteriggioni at the beginning of Assassin's Creed Brotherhood, enabling Cesare to reclaim the Apple that his father surrendered.

Although he continuously seeks the favor of Rodrigo as a useful ally, in truth Cesare regards his father as a failure and despises his weakness. It is only when Rodrigo keeps the Apple from him (and, indeed, attempts to poison his son) that Cesare realizes he can no longer tolerate the old man's continued existence. Ezio eventually pursues Cesare to Viana and throws him from the battlements.

Rodrigo Borgia

A Templar leader, Rodrigo is also known as The Spaniard for his origins in Assassin's Creed II. Coordinating the Templar's capacity for blackmail, theft, corruption and murder – which included the sham trial and execution of Ezio's father, Giovanni Auditore – Rodrigo was able to influence the politics of the time in order to secure election as the new head of the Roman Church. The Templars had learned of the Prophecy and Rodrigo's further title of Pope Alexander VI would confer both the Papal Staff, actually a Piece of Eden, and access to the Vault beneath Vatican City. The Templars imagined that the Vault held the promise of godlike power, while Rodrigo believed himself to be the Prophet who could unlock it: both turned out to be mistaken. Ezio was the Prophet, and the only power he discovered within the Vault was a bewilderment of information.

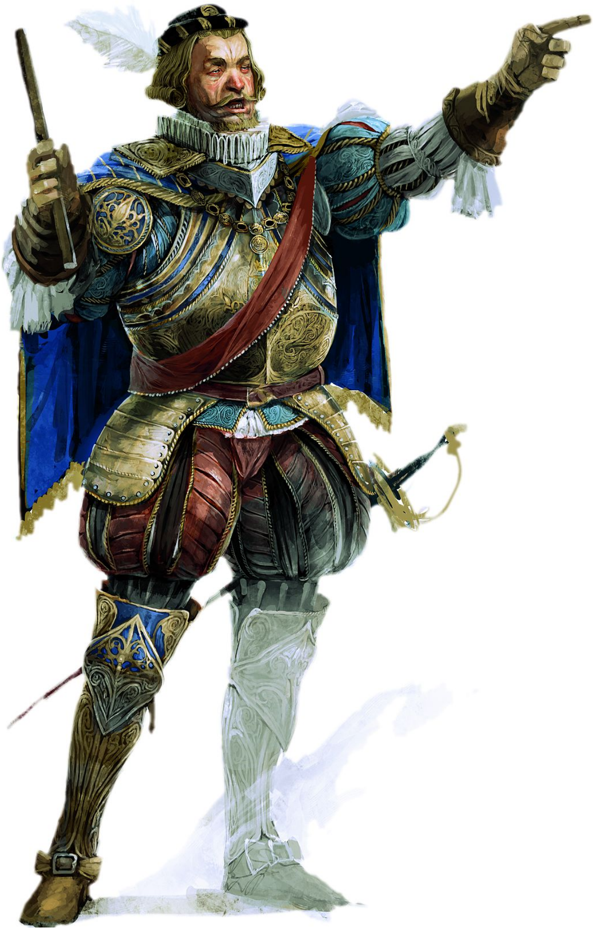
Though Rodrigo was spared, he was utterly broken in defeat. Having worked for so long to achieve nothing, Assassin's Creed Brotherhood finds him reduced to a mere figurehead whose moment has passed. Rodrigo is finally killed by his own son, the grasping, power-hungry Cesare, who wants to retrieve at any cost the Apple that his father took from him.

Lucrezia Borgia

The young Lucrezia had barely blossomed into womanhood when her father Rodrigo saw an opportunity for her in the Templar's plans. Introduced to the Papal court, she was taught to scheme and seduce. But her life was chosen for her, and she came to see her close brother Cesare as the only way of gaining her independence. In exchange for her aid, he promised that she would rule as queen by his side.

When Rodrigo plots to poison his son, Lucrezia instinctively intervenes to save her brother. She succeeds in time but her loyalty is instantly betrayed when Cesare, driven by the lust for power, turns on her and demands the Apple for himself. Ezio finds the girl only after Cesare has beaten the information from her, though she is still able to deliver her revenge. Revealing the exact location of the Apple's hiding place in San Pietro, she sends the Assassin after Cesare.

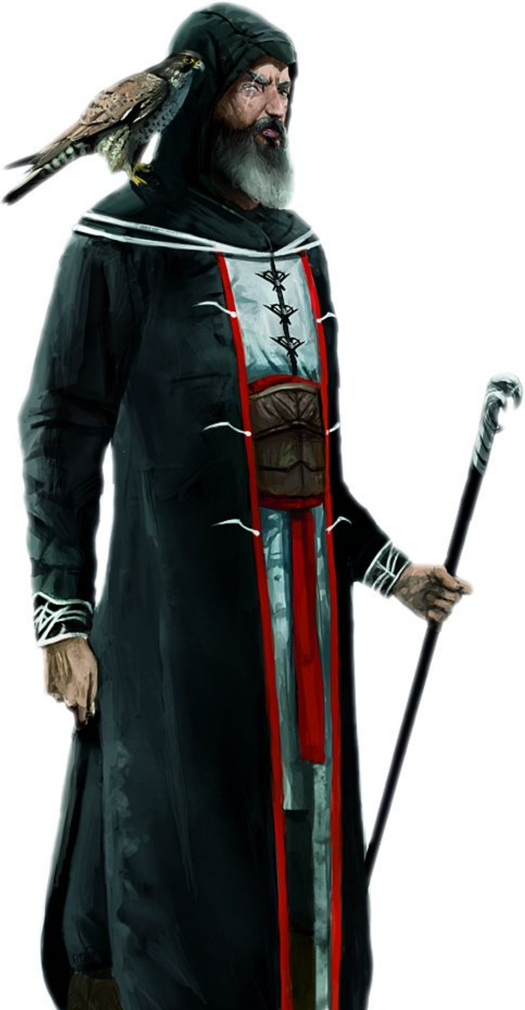
Baron de Valois



The Baron de Valois is a nobleman from the French court. A treacherous deal between him and the Borgia has brought the French army to the gates of Italy with the blessing of the Papacy. The Baron de Valois even believes that the alliance will ultimately deliver the entire country to noble French rule. When the Baron kidnaps Bartolomeo's wife and demands surrender in exchange for her life, Ezio counters with an underhand trick of his own by obtaining French uniforms, a disguise that enables D'Alviano's soldiers to penetrate the enemy camp. The French are forced to retreat and the victory delivers the bonus of depleting the guard at Castel Sant'Angelo, granting Ezio the opportunity to sneak inside.

Crusade Templars & Assassins

Al Mualim



Al Mualim ("The Teacher") is Altaïr's Mentor in the first Assassin's Creed. Apparent leader of the Assassin Brotherhood, he is secretly a Templar infiltrator.

A previous wielder of the Apple, Al Mualim is responsible for much of what is known about the powers and physical characteristics of the artifact – for instance, that it could conjure disguises and create multiple simulacra of the holder. Ezio also discovered this power for himself when facing Rodrigo Borgia. But more interesting to the Templars is the effect that Al Mualim wrought on the stronghold of Masyaf when experimenting with its potential. It subjugated the minds of the entire town, turning civilians into obedient soldiers or causing them to see old friends as threatening enemies. It seems certain that this power is the one the Templars intend to exploit when the Apple is fitted to the Eye-Abstergo satellite.

Altaïr Ibn-La'Ahad

When Desmond is first subjected to the Animus in the events of Assassin's Creed, the memory he explores is that of Altaïr Ibn-La'Ahad ("The Son of None"). Altaïr holds a senior rank in the Assassin Brotherhood, at a time when the order is heavily engaged in protecting the Holy Land against the marauding invaders of the West. Altaïr is entrusted with securing an artifact from the Temple of Solomon, but is stripped of his rank by Al Mualim after botching the mission. As a lesson in humility, the faction Mentor assigns Altaïr to eliminate nine Templar targets.

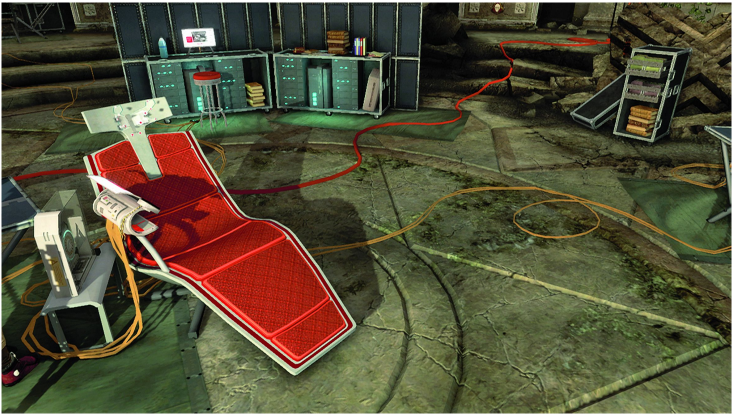
In taking the life of his final target, Altaïr learns that there were not nine but ten Templars conspiring to possess the golden artifact from the Temple of Solomon. The tenth was Al Mualim, who had used Altaïr to betray his colleagues and gain this "Piece of Eden" for himself.

Returning to Masyaf, Altaïr finds the population has been decimated, driven to crazed violence: those who couldn't flee are either dead or walk the streets as if under a spell. The Apple grants powers of illusion and control, which Al Mualim then turns on his former student in the gardens of the fortress. Despite his Mentor's advantage, Altaïr is able to muster a resistance to the effects of the Apple and defeats the old man with his Hidden Blade.

When Altaïr picks up the Piece of Eden for himself, the device triggers a holographic projection of Earth. Several locations are clearly marked around the globe. Russia. France. Nazca, Peru. Lake Victoria, Africa. Stonehenge in England. The Pyramids of Giza in Egypt. And the Temple of Solomon in Jerusalem, indicating that the Apple may have recorded the original hiding places of other Pieces of Eden.

Technology & Artifacts

Animus



A core concept of Assassin's Creed is the science-fictional capacity of DNA to carry genetic memory. Every time the DNA is passed on, the progenitor's own memory is added and incorporated within the double helix; therefore, each generation is a biological archive containing the sum of all previous generations. Dr. Warren Vidic explains this as the method by which animals are able to migrate huge distances and discover breeding and hunting grounds established by their ancestors. Without any other form of sophisticated communication, how do these animals know where to go unless the information is transferred innately and physically inherited?

These memories remain largely dormant, vestigial, untapped in modern homo sapiens. But with the aid of the Animus, they can be isolated and decoded. The device requires a live human subject to operate, not only as the source of the DNA but as the necessary agent to interpret the memory. Advanced software extrapolates the available information to build a complete simulation, converting the ancestral memory into a full virtual representation. As the subject relives the memory, the Animus then captures and records a projection of their experience that is accessible to others as audiovisual media.

By 2012, Abstergo Industries has created an entire laboratory of such devices and refined the technology in the Animus 1.28 series.

When Desmond escapes from Abstergo with Lucy's aid, he volunteers to help the last remaining Assassins fight back by continuing to explore his genetic memories. The device at his disposal, Rebecca Crane's "baby", is the Animus 2.0, a custom-made and modded version with enhanced features. Although it is clumsier in some respects, particularly its biological interface, improvements include a live monitoring system and historical database resources.

Intensive users of the Animus can experience potentially dangerous side-effects, including the Bleeding Effect. The uncontrolled resurgence of memories outside of the Animus suggests that the technology can unlock a process that continues within the subject, causing hallucinations and leading to mental instability.

Synchronization

Memories can be unreliable sources of information, open to biased reinterpretation and reworked by the imagination. Those recalled through the Animus are only useful if the human subject remains broadly accurate in the exploration of their genetic memory. Synchronization is thus a measure of truth and accuracy, gauging the extent to which the subject is projecting their own thoughts and fears into the simulation. Whenever their avatar dies prematurely or commits an act that isn't part of the memory, the Synchronization Gauge reflects the error and may result in the session being halted and rewound to an earlier checkpoint.

Pieces of Eden

Secret history holds that the Templars have possessed various Pieces of Eden down the years, using them to influence major events. Familiarity, not to mention a weakness for business jargon, has prompted Abstergo members to start referring to them by the abbreviation P.O.E, a trait that Lucy retains from her period of employment. So why do they need to pursue this particular Apple with such fervor? Why not use one of the others in their possession?

For one thing, the number and condition of artifacts held by the Templars in 2012 is unknown. The war between Templars and Assassins demonstrates that the Pieces of Eden have changed hands on many occasions, serving different masters at different times. Even with the map gained from the Altaïr memories displaying a bewildering choice of leads, Abstergo e-mails only refer to an extraction team that is preparing to acquire P.O.E. "Number 3".

From company e-mail, it is known that this is Abstergo's second attempt to launch or construct a satellite. Piece of Eden "Number 2" was lost or destroyed in an accident at Denver International Airport, with survivors reporting that Abstergo personnel became crazed and murdered each other when the Apple opened.

Another compelling explanation, given the focus of resources, is that each P.O.E. was designed for a specific purpose. It is known that they exhibit different powers, with many incidents and cover-ups involving human efforts to exploit them. A Templar artifact was behind the Philadelphia Experiment, a popular conspiracy theory where a naval vessel is alleged to have traveled forward in time for 18 minutes. Results were sought from the direct descendent of an eyewitness in Subject 12, but attempts to repair the supposedly damaged device have been cancelled indefinitely. Concerns about the danger of paradoxes prompted a company policy of never experimenting with temporal anomalies. As for Ezio's Apple, it has been identified as the type necessary both for mind control and to reveal the location of Minerva's Temples.

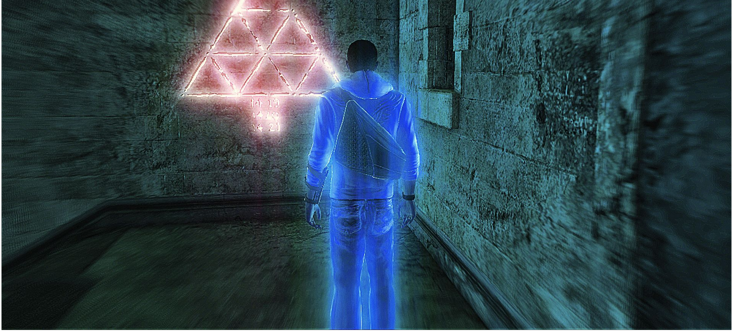
The ending of Assassin's Creed Brotherhood reveals an unexpected feature of the Pieces of Eden. Though they clearly offer certain powers to their wielders, P.O.E.s can also turn them into mere pawns manipulated by the artifacts – as Desmond experiences as he stabs Lucy against his own will.

Eagle Vision

The innate talent of Eagle Vision grants the facility to discern and interpret signs and details that are invisible to others. In one instance, Desmond is able to decipher a combination lock by using this ability to pick out the traces left on the buttons by previous users. The same technique can be applied to the discovery of secret doors, and the code that Ezio leaves to Desmond within the Sanctuary.

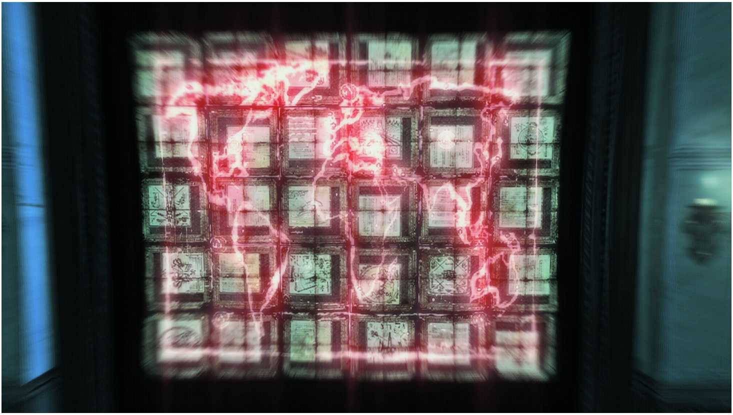
The exclusive possession of Eagle Vision is another indication of Subject 16's "children of two worlds", the Assassins who share a common bloodline with Those Who Came Before. We know that Altaïr, Ezio, Subject 16 and Desmond all have Eagle Vision, and all are direct descendents of Adam.

As soon as Desmond can use the power at will, he is also able to distinguish Lucy and Warren Vidic by their Assassin and Templar affiliations. This aspect is surely the most intriguing: is his Eagle Vision simply picking up and distilling much subtler physical signs, such as body language and other tiny telltale details?



Juno suggests much greater potential when relating Eagle Vision to the sixth sense of her race:

"After, when the world became undone, we tried to pass it through the blood. Tried to join you to us. You see the blue shimmer. You hear the words. But you do not know."



If the First Civilization's advanced interaction with time were to derive from some precognitive ability (at the conclusion of AC2, Minerva reveals that the First Civilization experienced time "differently"), their "knowledge" might also involve some highly developed telepathic perception. Though they can certainly exploit the truths revealed by its ethereal shimmer, the Eagle Vision of the Assassins perhaps offers no more than a diluted expression of the extrasensory insight possessed by Minerva and her ilk. So when Juno exhorts Desmond to "awaken the sixth (sense)", she anticipates the rebirth of her race's innate powers and suggests that it will play a role in connecting his future to her past.

Bleeding Effect

Acquiring the memory of another through the Animus has the initially advantageous consequence of endowing the recipient with their knowledge and training. Even though it cannot suddenly alter the subject's current strength and physical fitness, the process unlocks the latent potential inherited from their ancestors and the result is profound. This Bleeding Effect can confer an acrobat's practiced techniques of balance, acquired over a lifetime; an athlete's willpower in pacing and maximizing stamina; or simply years of practice in aiming a knife. Absorbing any of these can demonstrate immediate improvements in performance. In Desmond's case, it is also the catalyst for developing his Eagle Vision.

On the run from Abstergo, Lucy Stillman exploits the Bleeding Effect to accelerate Desmond's training as an Assassin. It is not without cost, as Desmond begins to experience hallucinations that suggest the process continues after removal from the Animus. And as the Assassin's Creed Brotherhood credits roll, his collapse is directly attributed to the Effect.

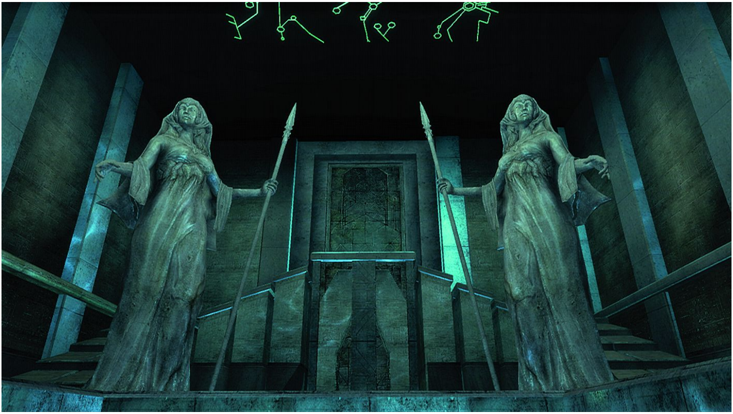
Holding the minds of many different beings in a single human brain places a significant stress on the subject, for whom the line between self and ancestor begins to blur. Ultimately, the adoption of multiple personalities will increase the number of hallucinatory episodes and lead to mental collapse. Such was the fate of Subject 16, for whom death became the only way to silence the voices in his head.

Codex

Oblivious to a future of genetic memories, Altaïr took the more customary route of capturing his thoughts by committing them to paper. Even so, the importance of his discoveries regarding the Piece of Eden drove him to encrypt them with unusual sophistication. Blueprints, journals and revelations made it a natural target for Templar possession. And so the Codex went on an adventure of its own, plundered by Genghis Khan and inherited by his grandson before Marco Polo acquired it for his contemporary, Dante Alighieri. Briefly restored to Assassin hands, Dante being one of the Order, the 30 pages of the Codex were then scattered by Ezio's great-grandfather Domenico to prevent them falling to pirates acting for the Templars. Ezio was able to collect and restore the Codex parchments with the aid of Leonardo Da Vinci, who had already explored the science of cryptography for his own precious works.

The hotchpotch nature of the work is likely deliberate, an attempt to distract from the singular hidden message of the Codex. The pages arrange to form a map, drawn with invisible marks that reveal themselves to Eagle Vision. The map itself shows the location of the Vault under the Vatican. These two facts indicate that Altaïr was passing on the means of fulfilling the Prophecy to a descendent.

Vaults & Temples



A legacy of the First Civilization, the Vaults and Temples are sealed chambers whose true purpose and potential may yet be revealed. In fulfilling the Prophecy at the end of Assassin's Creed II, Ezio triggered a message from Minerva that directly instructed Desmond to seek out the remaining Vaults and Temples around the world. Thus it is believed that they have something to do with Minerva's warning of an imminent Catastrophe, and may hold a secret of salvation for the inhabitants of Earth.

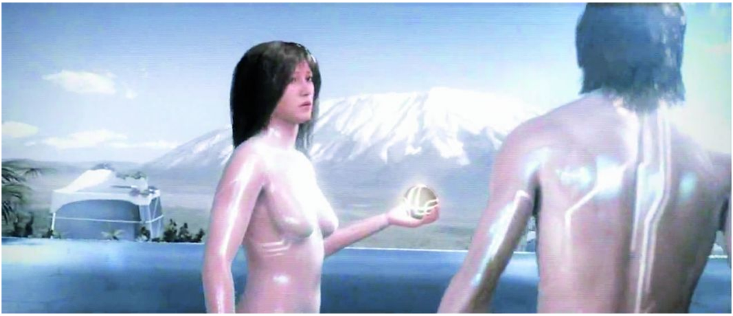
Vaults and Temples can be unlocked with specific codes, or the appropriate First Civilization technology in the form of Pieces of Eden, but there may be further genetic or individual determinants involved in the security protocols. The Vault beneath the Vatican refused to open for Rodrigo Borgia, even though he held the same Staff and Apple that granted access to Ezio. When the elder Ezio chooses to relinquish the Apple by placing it in the Vault beneath the Colosseum, he uses Eagle Vision to set the code and hide a password so that only a descendant such as Desmond can retrieve it in the future. Of what is known, it seems the First Civilization had only ever intended for Assassins to use the Vaults and Temples. Or more correctly, both the pure and the hybrid bearers of their DNA.

Glyphs

Wishing to leave a message for others within the Animus itself, Subject 16 was able to conceal his efforts from his captors by creating symbols that would only reveal themselves to a brother Assassin's Eagle Vision. In essence, these Glyphs are software hacks that enable the finder to access a hidden data cache from certain points within a Memory Sequence. They are not part of the original memory, and so stand out as breaks in the program.

Truth

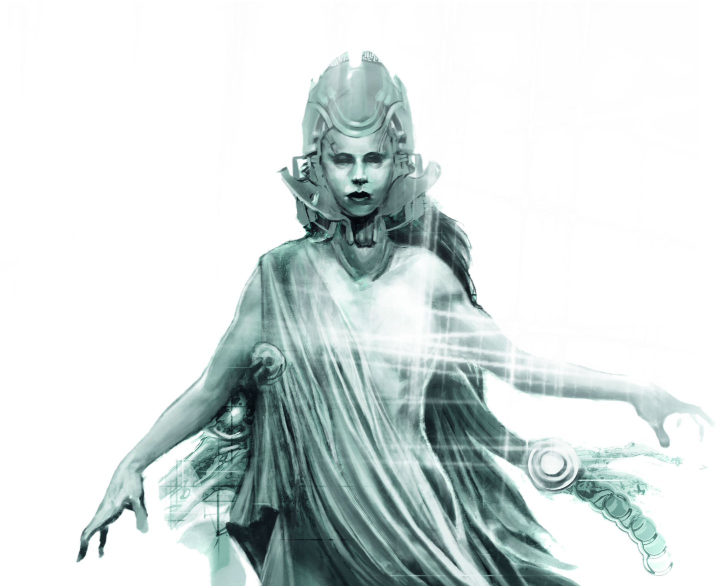
"The Truth" is the name given by Subject 16 to the data file that he hid within the Animus software. The file was broken into segments to conceal the true message from unwelcome eyes, and had to be reassembled by Desmond while exploring Ezio's memories in Assassin's Creed II. The recording is of an actual genetic memory of Adam and Eve, dating back to the time of the First Civilization and recovered during Abstergo's investigations. It indicates that Subject 16 – and by extension, Altaïr, Ezio and Desmond too – must be directly descended from Adam's bloodline.



If this revelation were not enough, the codes required to access each fragment also expose the startling degree to which the Templars have influenced world history and instigated many famous and terrible events. There are intimations that Pieces of Eden were exploited by Adolf Hitler in the development of Germany's war machine, and by President Lyndon B. Johnson in the Kennedy Conspiracy. The infamous Russian mystic Grigori Rasputin held Templar office when inveigling himself into the court of Tsar Nicholas II. With this knowledge, the Bleeding Effect clearly wasn't the only burden threatening Subject 16's grasp on reality.

Mythos

First Civilization



Cryptically referenced by Warren Vidic, who mentions "Those Who Came Before" when mocking Desmond's accepted view of history, the First Civilization is held to be an advanced race that came to inhabit the Earth before mankind. Having remolded a primitive indigenous species into the slaves and workers that would later be known as humans, the First Civilization created some of the Pieces of Eden to control their workforce. Most humans, but not all, are believed to retain the dormant but still receptive neural configuration that rendered their ancestors vulnerable to enslavement by the technology.

To early mankind, the advanced nature of Those Who Came Before made them appear godlike, and they were long worshipped as divine saviors. Far from intangible, these beings walked among us and gave rise to the many different deities and pantheons of the cultures over which they ruled. Nevertheless, a war eventually broke out between the First Civilization and humans eager to win their freedom from eternal servitude. In their weakened state, Earth's overlords were unable to anticipate the great Catastrophe that would deny them existence. To erase them from history altogether? This would take human fallibility. Instead of recording their nature and their achievements, mankind deified them and made them supernatural. Instead of factual accounts, we passed down fairy tales and embellished their myths. The only evidence of the First Civilization now rests in the Temples, Vaults and artifacts so highly prized by those who have grasped the truth.

So why have they taken such efforts to help save their destroyers, here in the future? And why do they appear to be on the side of the Assassins, who (or so it seems) first rebelled against them? Minerva warns of the symbol of the cross: so they know of the Templars and may be opposed to their ideology of control, or its potential for destroying the Earth. But it is also worth remembering that the Assassins may be all that is left of the First Civilization, genetically speaking. If the hybrids are the last chance of preserving and promulgating the gene stock – perhaps even reviving it – this could explain why Desmond Miles is even more important than Abstergo or the Assassins ever realized.

If the Templar satellite succeeds then its influence will immediately turn to the annihilation of the Assassins – and thus the extinction of the DNA stock they carry unbeknownst to themselves. The First Civilization would certainly oppose this to protect their plan. But why should Desmond accept any of his imposed fates, saving the planet from Templars only to return it to the entities who once enslaved us all? Until we know more of his current captors, and the power that the Apple still wields over him, the questions remain.

Minerva

Minerva is the holographic projection of a female entity who speaks to Ezio – or, more accurately, through Ezio – when he enters the Vault beneath the Vatican at the end of Assassin's Creed II. Though long dead now, Minerva was one of the last surviving members of the First Civilization when she recorded her message to the future. She warns of an imminent Catastrophe that could destroy all life on Earth, and explains that this cataclysm occurred once before, annihilating her race many thousands of years ago. She also claims that her kind had been developing a way to prevent it, their labors hidden in other secret locations around the world.

Even though Minerva's message is wildly incomprehensible to him, Ezio still describes the holographic "visions" he was shown as miraculous and magical when recounting them to his fellow Assassins. It is a perfect demonstration of how the First Civilization came to be regarded as gods by less sophisticated humans. In contrast, the modern-day Brotherhood solemnly understand the gravity of Minerva's warning. The Vaults and Temples contain some form of assistance or research which will be useful in staving off a repeat of the Catastrophe, and it will be up to Desmond to visit them.

Juno

A significant figure of the First Civilization, Juno helped the human race to survive in the wake of a global cataclysm. Even so, the bitterness of her words hasn't faded with the passing of millennia. As Desmond penetrates the Vault where Ezio hid the Apple, Juno's voice speaks to Desmond alone. Her message returns to the theme that humans are flawed, unwise, forgetful. Entrusted with information, we twist it, misuse it, and finally lose it altogether. When the First Civilization created Pieces of Eden as useful tools, items that could have taught us more about the universe, mankind found a way to break and misuse those too. Juno ascribes some of this to our lack of a sixth sense that only the First Civilization possessed. The description even relates it to a kind of Eagle Vision, though possibly a far superior apparatus for perceiving reality and true knowledge than the crossbred version we know through the Assassins.

The Catastrophe affected the First Civilization in such a way that the survivors knew they were doomed to extinction. Running out of time to research and counter its effects, they tried more desperate ways to perpetuate their race – such as interbreeding with mankind ("We tried to pass it through the blood. Tried to join you to us."). Subject 16's documents back up a hybridization project that started with Adam and Eve, resulting in Altaïr, Ezio and Desmond.

But there is more. The First Civilization had limited powers over time. Juno's point about looking into the future, but eyes "turning inward" to deal with a rebellious human threat, recalls Minerva's message that they should have been able to avoid the Catastrophe but were distracted. Pieces of Eden were locked away in Vaults for safety, not safekeeping, to secure them from the hands of mankind – and yet Desmond is told to find such a device and activate it. This undoubtedly means that the Apple Desmond looks for and eventually finds is a tool that the First Civilization are using to achieve their grand plan: rebirth.

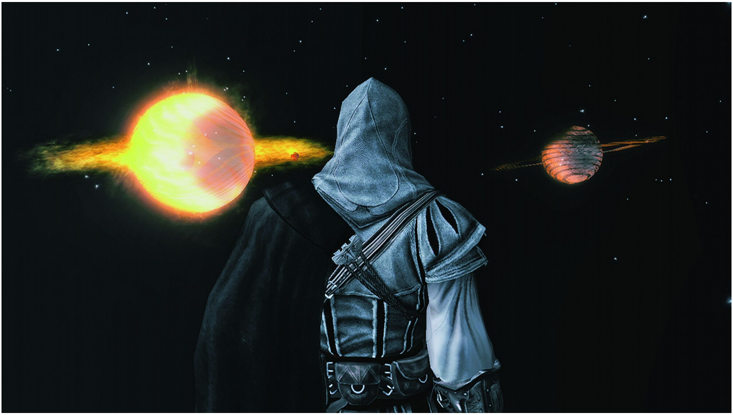
The timing is important. With 72 days to the launch of Eye-Abstergo, the prescient First Civilization has chosen now as the time for Desmond to open the path to their Awakening – alone. Only "she" remains to be found, and Lucy is not the one. Where is Eden, and is "she" Eve, or a descendent of Eve?

Capitoline Triad

The Capitoline Triad of Jupiter, Juno and Minerva was a select sub-pantheon of supreme deities worshipped in Rome long before the Holy Roman Empire, prior even to the Republic. Ezio's encounter with Minerva confirmed that they were actually members of the First Civilization, their elevated status and reverence potentially corresponding to some hierarchy of leadership among "Those who Came Before".

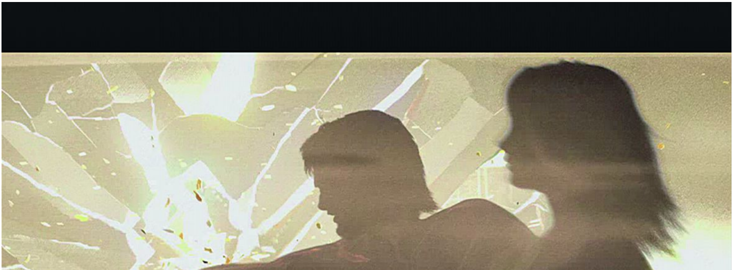
The only member of the Triad not yet encountered is Jupiter, the king of the gods. Regarded as the chief of the Triad, it seems unthinkable that he would not have had his own Temple from which to rule over others. And yet the prospect of Jupiter making an appearance in a future AC title is all the more ominous when we consider that he is also the god of sky and thunder. The Catastrophe approaches.

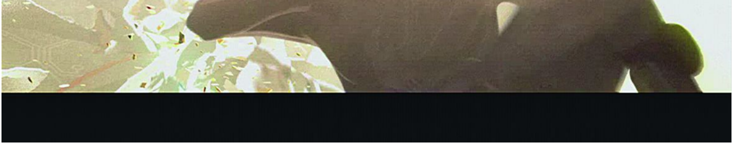
Catastrophe



Though Lucy and the team discuss different possibilities, Desmond's understanding of the Catastrophe is of a solar flare or Coronal Mass Ejection that scorched the Earth with life-threatening radiation. Fitting the cyclical nature of the event as described by Minerva, solar flares multiply in power and range as sun spot activity increases. Proton storms created by solar flares can exert chaotic effects on biochemistry and living organisms, while the electromagnetic energy of even a moderate flare could disable power grids, telecommunications and computer networks. NASA already monitors solar flare activity, not just to warn astronauts working outside the protective mantle of the atmosphere, but in anticipation of such a disaster on Earth.

Adam and Eve





The evidence that Subject 16 delivers with "The Truth" seems to find a grain of veracity in the tale recounted by Genesis, chapters 1-3, though in a markedly different context. Still, the parallels with the biblical account are undeniable.

The video shows Adam and Eve rebelling against their godlike masters by daring to steal a Piece of Eden, the artifact that limits or controls human behavior. In this instance, Eden is a First Civilization stronghold in which human slaves are glimpsed to be at work. Appearing almost naked in silvery translucent clothing, Eve produces the Apple and tells Adam that she has it.

It is noteworthy that Adam and Eve use a recognizable free-running technique to ascend the towers of Eden. With the "Bloodlines" Glyph also endorsing that humans interbred with the First Civilization, it introduces hybrid offspring and grants a genetic explanation for the extraordinary capacities of Assassins, including Eagle Vision. Perhaps this act of defiance was the very first defense of free will committed by the Assassin line, whether or not it instigated the war that was to follow.

Juno adds detail to Minerva's account by confirming that the hybridization was a project of their time. At war with their slaves and unable to resist the cataclysm, the First Civilization deliberately spliced their DNA into chosen humans as a way of preserving their stock after defeat. Devices were planted to monitor events and wait for the chosen time when those genes could be revived, granting new life to an extinct race.

Desmond is a distant son of Adam, half human and half god-race. If Subject 16's predictions are true then Eve has the other half of their DNA, the genetic key that will enable the First Civilization to revive their race and remove the human taint that has secretly carried them for so long.

Prophet & Prophecy

For all of its revelations and blueprints, the true message of the Codex is one of a Prophecy. It tells of a Prophet who will use two Pieces of Eden to open a Vault. Rearranging the pages of the Codex into a map then shows the location of that Vault.

The traditional role of a Prophet is to deliver a message from the gods. And that's what Ezio does, capturing a speech from

Minerva and passing it on to Desmond via genetic memory. That Ezio has trouble comprehending it is almost unimportant, no more than a parchment needs to understand the words left by a quill. The message is not even intended for Ezio, as Minerva addresses Desmond directly in revealing the fate of her race, and the need for urgent action to save his own.

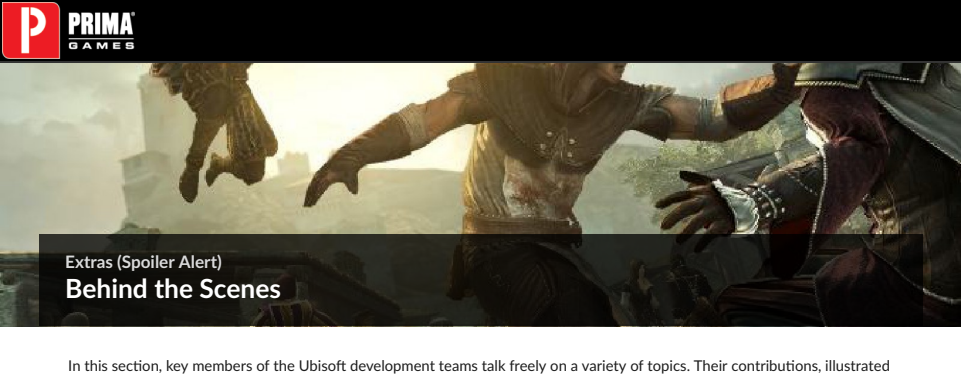
The events of Juno's Temple reveal more. Desmond is also part of the Prophecy, and intended to be just as much a tool in the service of the elder race as his predecessors. While Ezio's role as Prophet was to deliver geographic and historical information that would activate dormant technologies, Desmond's role is to deliver his hybrid DNA to Eden so that the First Civilization may return from the past, to be reborn in the future.

Symbols

From Subject 16's Glyph revelations to the icons found on Abstergo literature, the extent to which the conspiracies of Assassin's Creed have spanned the ages is reflected in the recurrence of powerful symbols.

Assassin's Creed Brotherhood features its share of symbols too: for example with the number 72, whose relevance and coincidence is greater than Shaun reveals when solving the Tetragrammaton riddle of the code. In Hebrew, the three verses of Exodus (14:19, 14:20, 14:21) each contain 72 letters. They combine to form a 216-letter name of God, collectively and deferentially abbreviated as the Shemhamphorasch, from which the names of 72 angels can be derived. But medieval mystics of the Kabbalah are not the only ones for whom 72 holds special significance. The Shemhamphorasch can be seen in the Sistine Chapel: Michelangelo's paintings depicting a total of 72 cherubs on its columns. Numerology, demonology and the Tarot find magical importance in the number. King Solomon is said to have captured 72 demons in a spherical bronze vessel – sound familiar? – and compelled them to construct his Temple.

The closing scenes in Juno's Vault also reveal two symbols in answer to Desmond's question. The Apple's projection of the Masonic Eye is a case in point. A historically recurring signifier of the all-seeing eye of God, the pyramidal form appears on the American dollar bill and was adopted as an emblem of the Freemasons. As for the Phrygian Cap, it is also known as a liberty cap, having come to symbolize freedom and the pursuit of liberty. Shaun would know that the two come together in the Declaration of the Rights of Man and the Citizen , a defining radical document of the French Revolution. Is the Apple pointing the way to 18th Century France?



Extras (Spoiler Alert)

Behind the Scenes

In this section, key members of the Ubisoft development teams talk freely on a variety of topics. Their contributions, illustrated by concept art, offer illuminating insights into the creative processes behind Assassin's Creed Brotherhood.

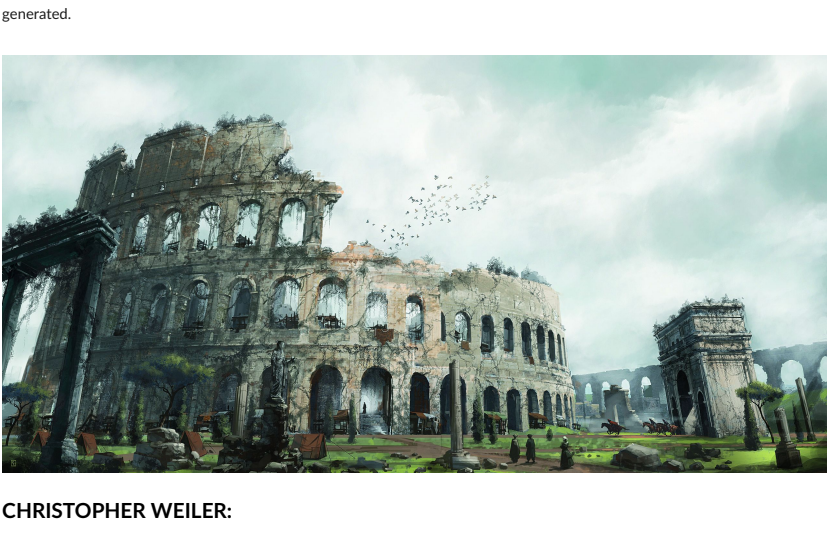
Recreating Rome

Christopher Weiler, Level Design Director: It was decided very early on that we would divide Rome into three districts. Knowing that the Assassin's Creed series is based on three major gameplay principles, we chose to have a district focused on each one: social stealth for Centro, combat for Campagna and free running for Antico. This, in turn, had an impact on the art for each district: we needed an urban feel for social stealth, more open spaces for fighting, and a wealth of ruins and columns for free-running.

Mohamed Gambouz, Art Director:

For artistic inspiration, we used architectural styles that correspond to the main periods from Roman history: ancient Roman architecture for Antico, medieval Gothic for Campagna, and Renaissance Baroque for Centro.

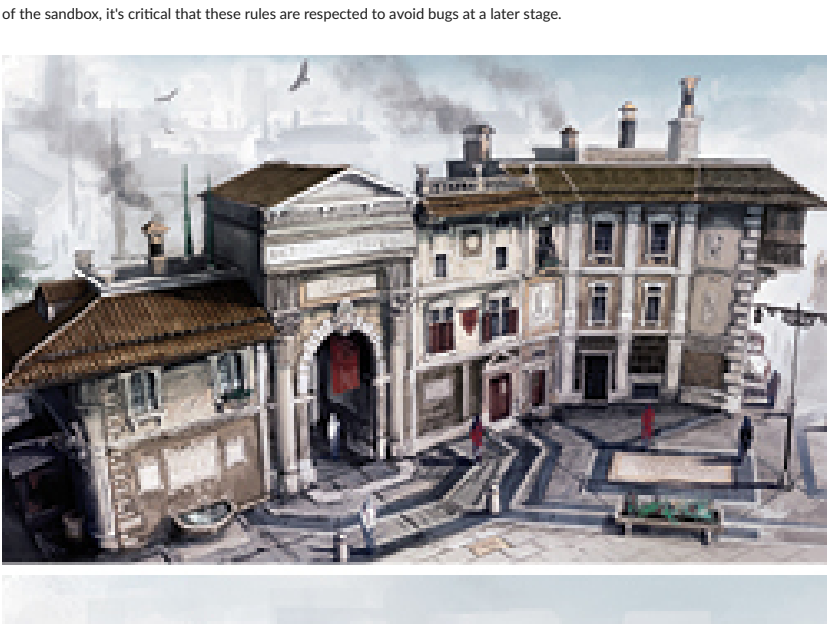
With a sprawling city constructed from recurrent building blocks, the secret of infusing the environment with character and flavor rests in the arrangement of these elements. It's all down to how the layout is composed, or how the different pieces fit together. Creating a varied range of architectural styles, including street furniture and props, provides our artists with a strong sense of real-world inspiration. Players should always feel they're in a living world that's been purposely built, not randomly generated.

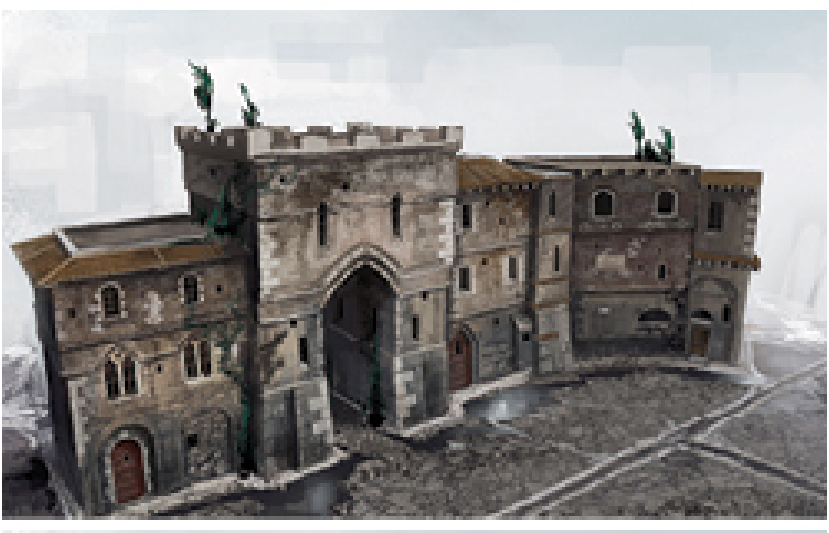


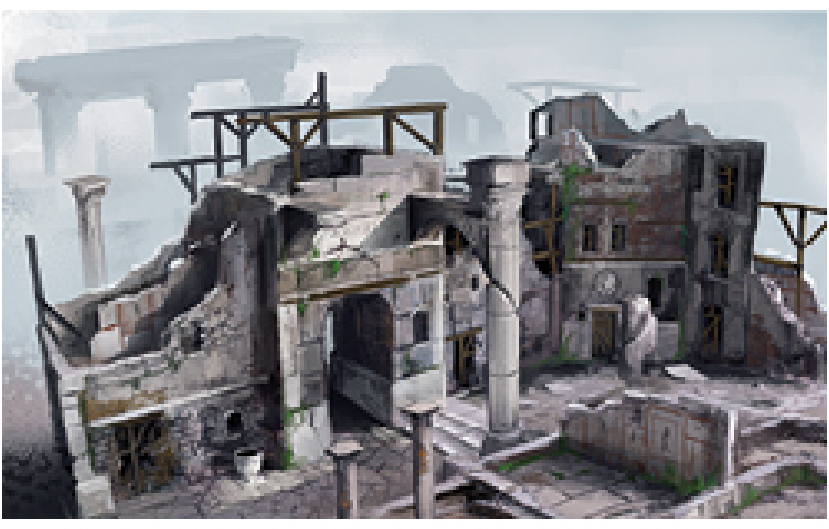
CHRISTOPHER WEILER:

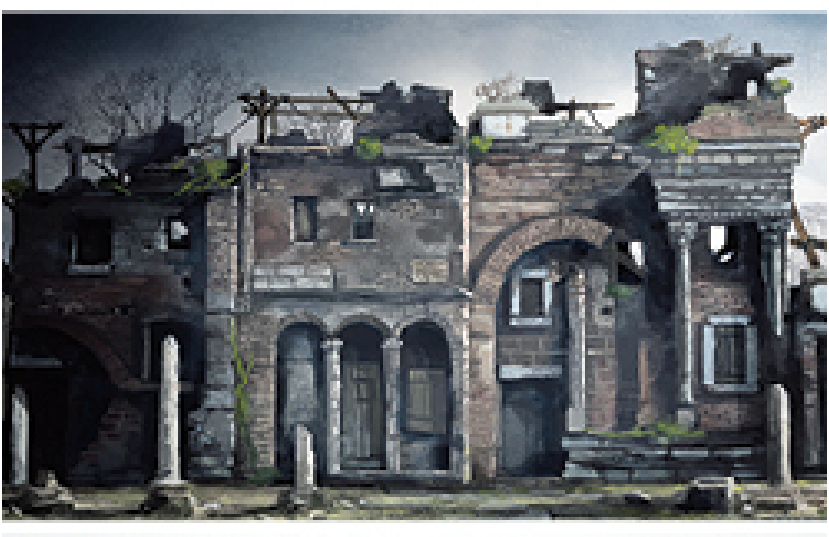
One of the ways we tried to keep the city interesting was to play around with the topology. In the Centro district, you have an environment design that is similar to previous ACs, with mazes of streets and rooftops. In Campagna, we went with the flowing hills of Tuscany. In Antico you have more cliffs and plateaus that create natural choke points. There are also thematic layers, such as commercial zones, that affected the way we built each city district. As an example: if you look at a commercial area of Centro and compare it with an equivalent collection of shops in Campagna, the results are very different – even though the same props and recurring objects are used for both.

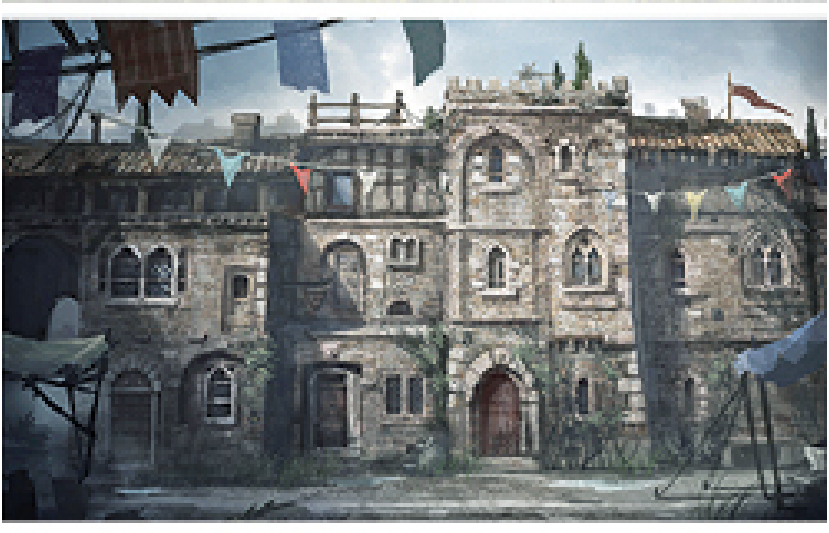
We build worlds in a very methodical way. We use a philosophy called TGD –Technical Graphic Design – which has rules defining how every object should be created and placed, so that it remains consistent with the rest of the world. Given the size of the sandbox, it's critical that these rules are respected to avoid bugs at a later stage.

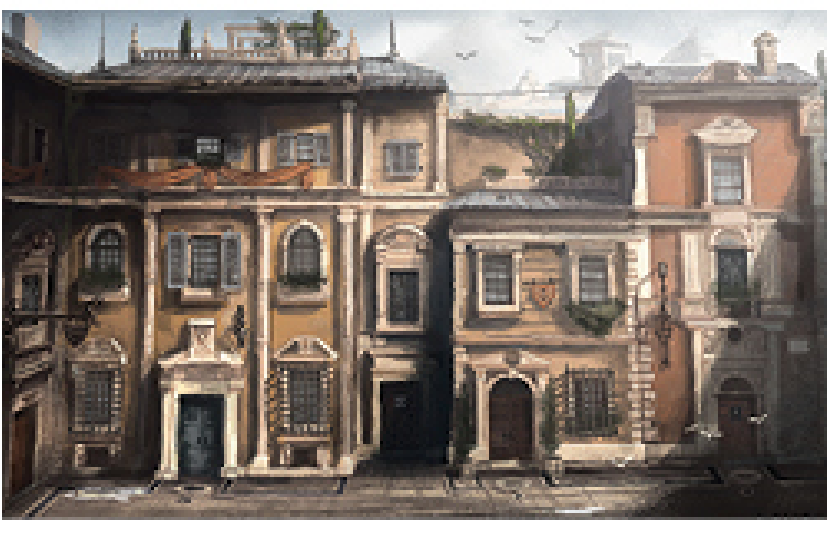


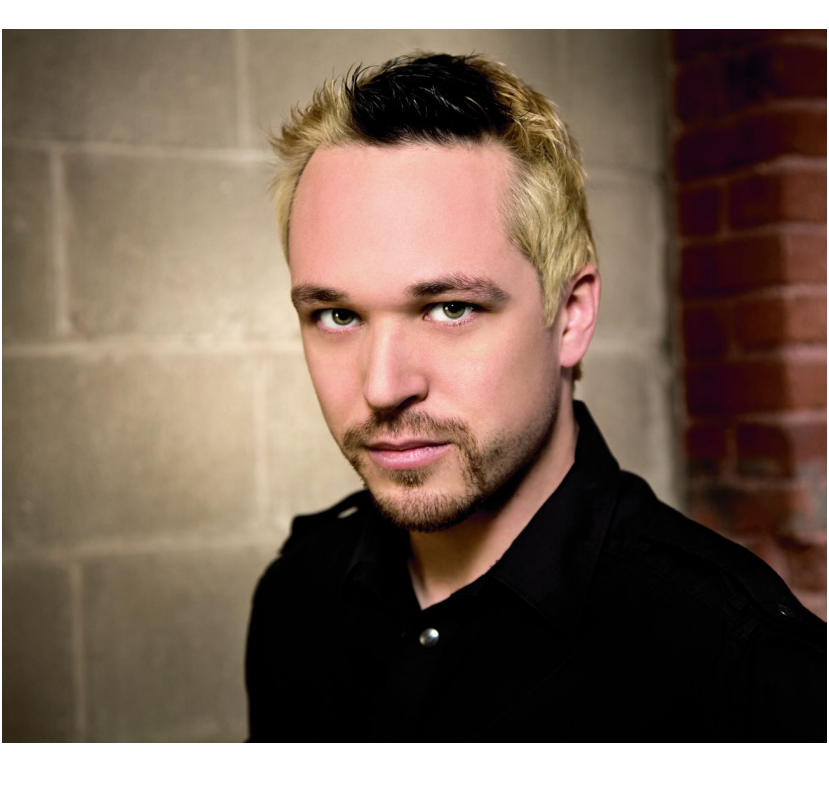












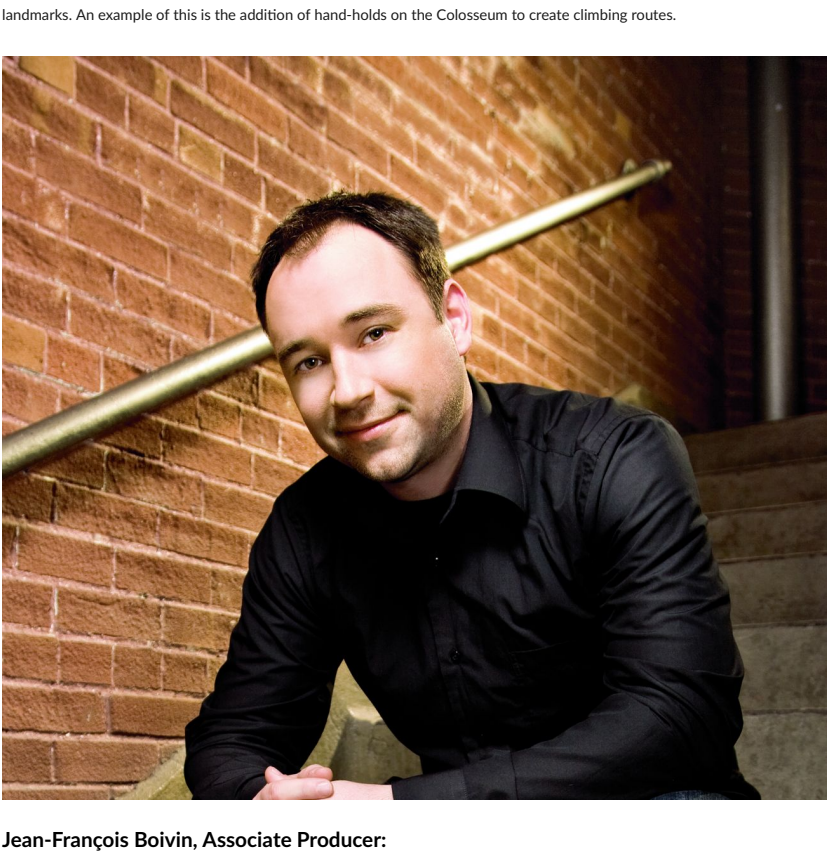
Gaelec Simard, Mission Director:

When creating a city like Rome, a need for historical accuracy prevents us from making significant changes to real-world landmarks, such as the Colosseum and the Pantheon. A designer can't go to an artist and say: "Sorry, the Colosseum needs to be two floors taller!"

Christopher Weiler:

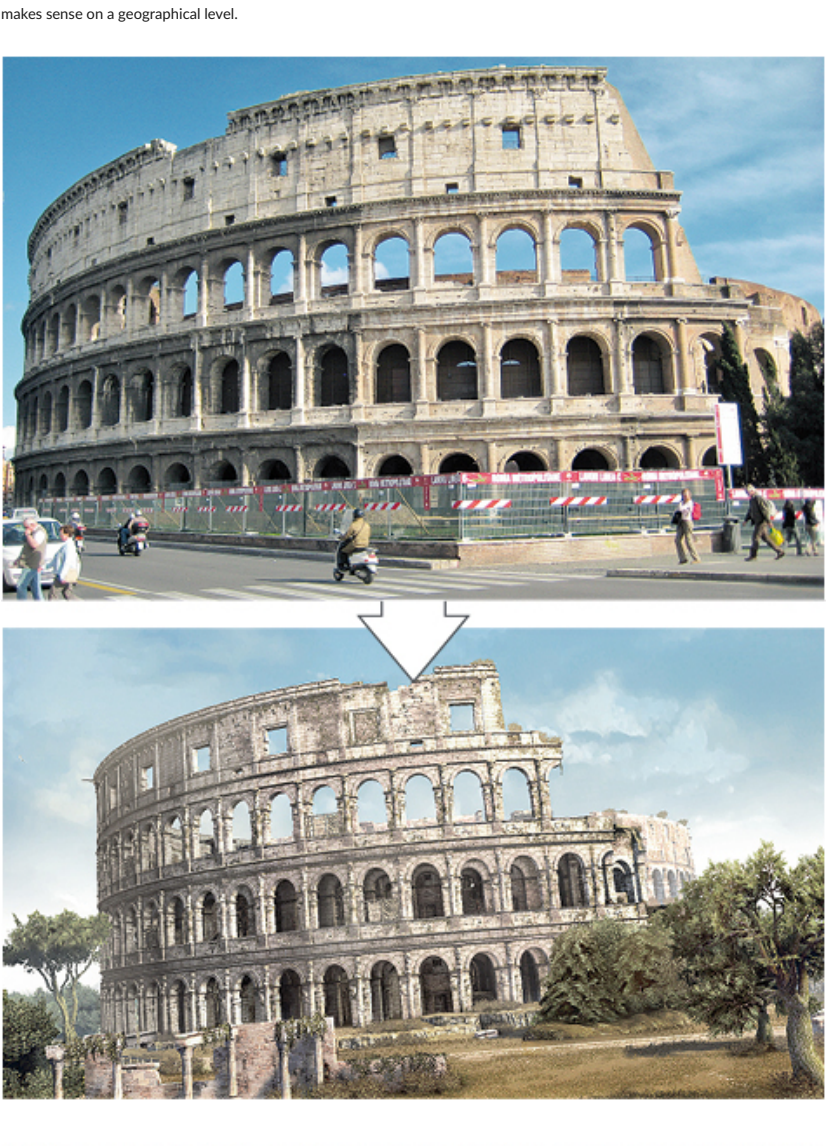
The Colosseum is a very important landmark in Rome, so getting the right feel for its size was critical. An iconic building like this has to be broadly identical to how it looks in the real world. That said, our cities are often a quarter of their real size in area, so the level designers have a lot of interpreting to do. They need to figure out the most important elements to keep in order for the city to remain faithful, and which details they can remove for the sake of the project.

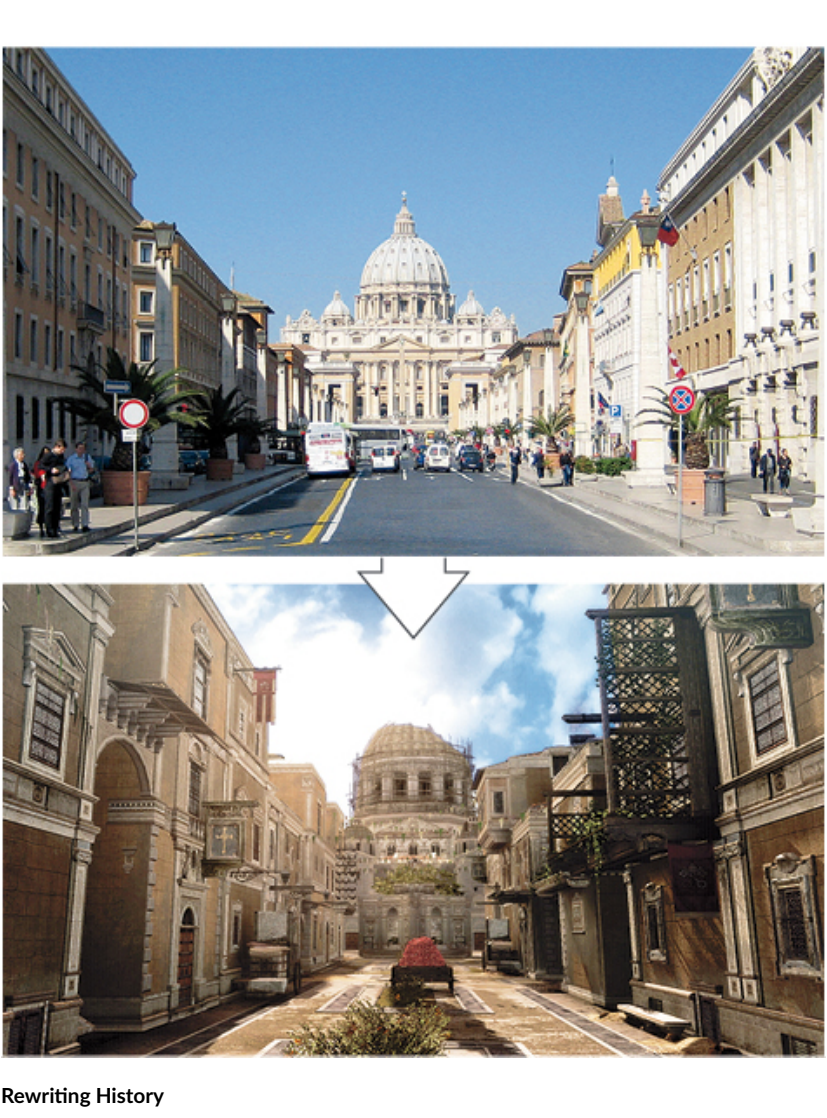
There's a lot of creative license, of course. Many details were adapted to create more interesting missions, even on famous landmarks. An example of this is the addition of hand-holds on the Colosseum to create climbing routes.



Jean-François Boivin, Associate Producer:

We were fortunate to have real maps of Renaissance Rome during the production period, and this inspired us greatly while designing the city. We couldn't do a one-for-one replica, of course, because it just wasn't compatible with the technical and design constraints of our game, but we insisted on many features that allowed us to be as true to history as possible. Famous landmarks such as the Colosseum and the Vatican were kept in their relative positions on the map, so our recreation of Rome makes sense on a geographical level.





Rewriting History

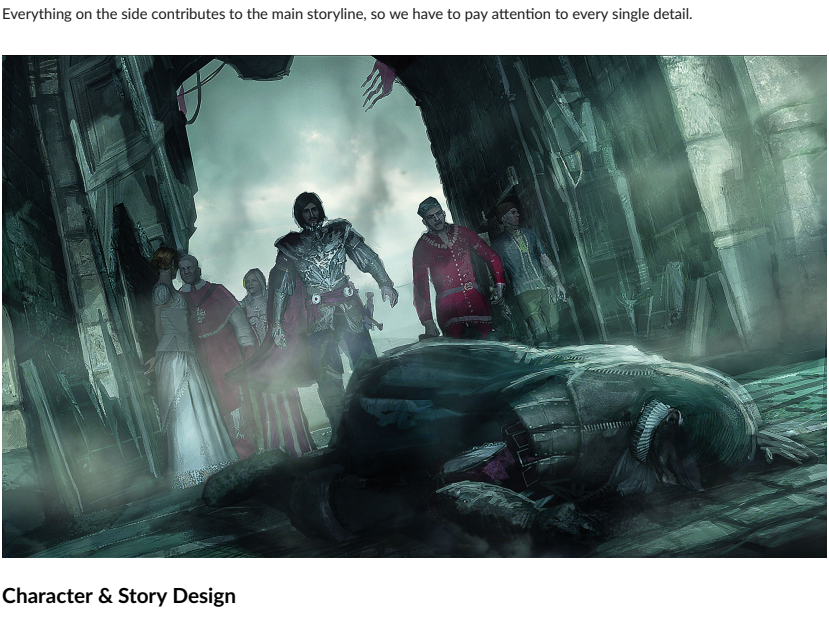
Gaelec Simard:

Ever since the first AC, we've built our games on historical facts and settings. Characters like the Borgia, Machiavelli and Leonardo da Vinci are all part of the fun. Whenever the game deals with a historical fact that could be questioned by anyone with 30 seconds to spare for an internet search, we have a golden rule: the game must present that fact accurately. If a historical element doesn't fit our needs, though, we prefer to drop it rather than distort it.

Jeffrey Yohalem, Scriptwriter:

Assassin's Creed wouldn't be Assassin's Creed without strong historical characters and situations. We present "what if" scenarios amongst the cracks of history, and prompt players to rethink the world they live in. We are all history buffs on the AC team, and nothing is added to the game unless it has its basis in historical fact. I believe that this is very important to us – and to our players too. Everything in our scripts is carefully researched, then checked and rechecked for historical accuracy. We went to great pains to explore characters like Lucrezia Borgia, for example, before attempting to write about them. It is always difficult to reconcile the gap that has naturally occurred between historical and modern contexts, to understand the motivations and desires of people who died hundreds of years ago. Working on AC2 definitely facilitated the experience, since we were in the Renaissance mindset from the start.

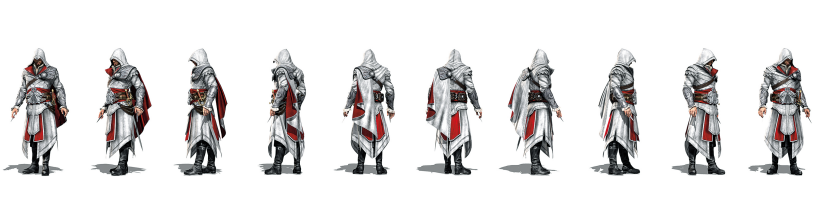
Research is very important to the process of writing anything factual. This is especially true for the Assassin's Creed series because, in addition to the complex main storyline, there are many hidden or subtle elements just off the beaten track. Everything on the side contributes to the main storyline, so we have to pay attention to every single detail.

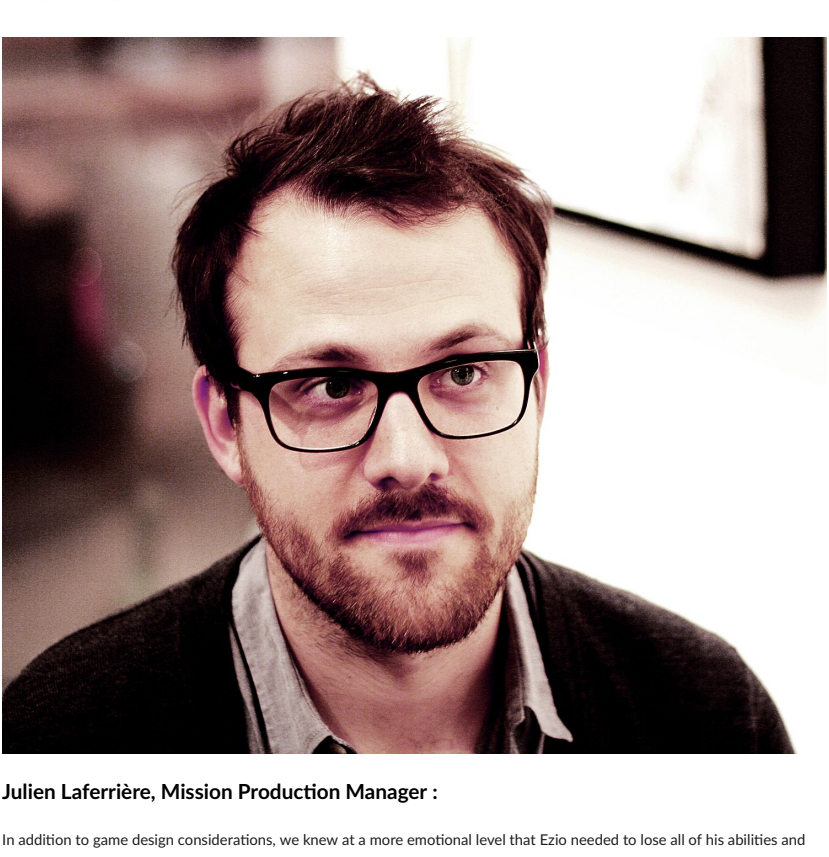


Character & Story Design

Jeffrey Yohalem:

It may not be immediately obvious, but the entire story structure to Assassin's Creed Brotherhood is based on Machiavelli's "The Prince". Ezio's words and actions fit those of the ideal leader that Machiavelli portrays in his book, while each villain represents a different type of ineffectual leader. The conflicts that Ezio overcomes on his difficult journey to the top of the Assassin Order present the challenges faced on the path to leadership.





Julien Laferrière, Mission Production Manager :

In addition to game design considerations, we knew at a more emotional level that Ezio needed to lose all of his abilities and prestige at the start of Brotherhood. This helps the player understand how Ezio must have felt: we, like him, will also have to fight to regain everything lost from AC2 over the course of this game.

As we're actually telling two stories in one, present day and past, the progression of our heroes is also an opportunity to link the narratives. I think it's fascinating to see Desmond improving as an Assassin as he learns the abilities of his ancestors. For me, the Leap of Faith he makes in the present day is a key moment. The story of Desmond is also a very good way to ensure we keep our games consistent: he's the connecting thread between AC1, AC2 and ACB. It's a bit like a cult TV show: players want to know what will happen to him next.

Patrick Plourde, Game Director:

In terms of characterization, the personalities of many famous Renaissance figures – especially the Borgia – were definitely a limitless source of inspiration to us. The time period was extremely rich with remarkable and notorious men and women. We didn't want to fall into clichés, though, so it was important to give depth to each NPC. We certainly wouldn't want to have somebody be "evil" simply for the sake of it. Lucrezia Borgia is a good example. She plays the role of a villain, but gradually reveals herself to be a very complex person – even touching at times. Ultimately, you see that she is a victim of the many harsh realities of her life and times.

Sylvain Bernard, Cinematic Director:

Nobody knows exactly how Renaissance characters looked or expressed themselves. We do have stories or descriptions that we can use as references, as a foundation, but then we rely on our imagination and creativity to develop personalities and fill the gaps. We start with a solid historical base, and then add our twist to their personalities and mannerisms. It's amazing to see them come to life at each stage of development once the writer, the actors, the modeling team, the rigging team and the animators have each made their contributions. It gets to a point where we start to believe that we have a true character from history in front of our eyes.

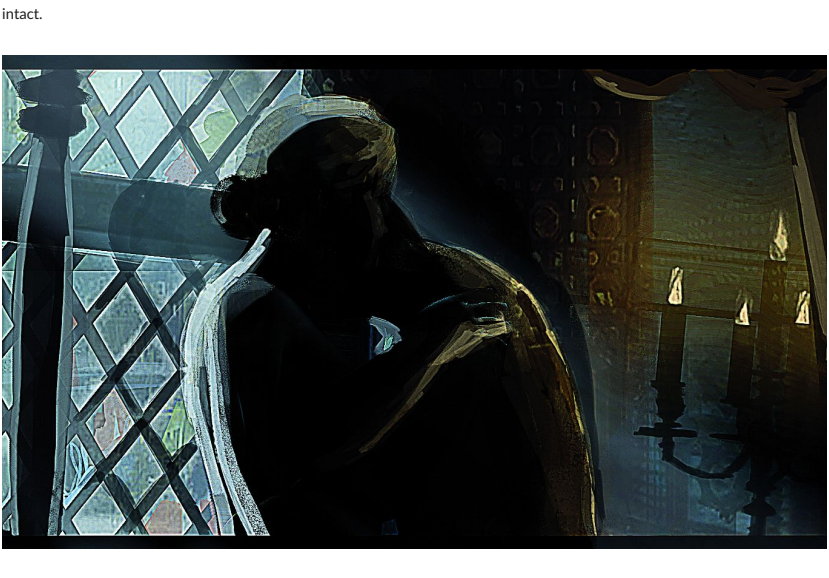
Jeffrey Yohalem:

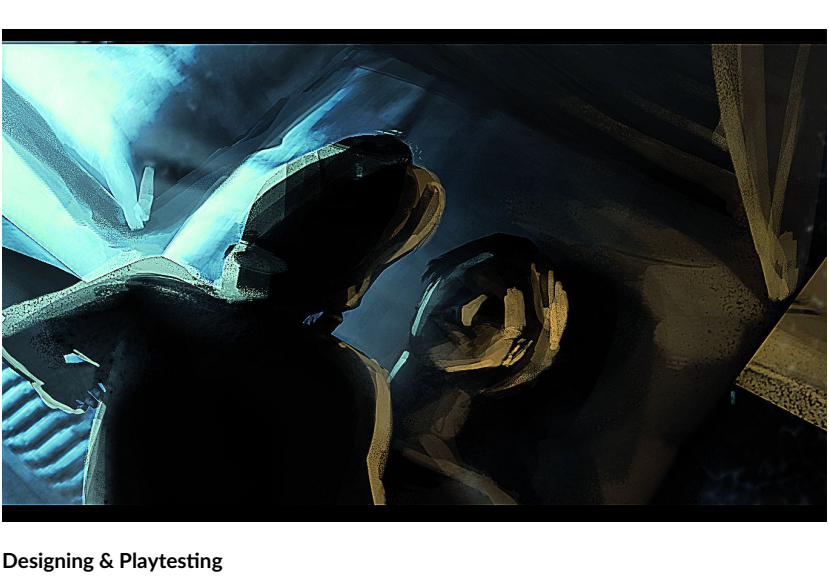
I'm especially pleased with the depiction of Ezio's relationship with Caterina Sforza. Although Ezio is a ladies' man, he allows himself to open up to her, maybe even thinking she's a serious love interest. However, it turns out she was playing him and, although he never admits it, the truth really hurts Ezio. So, in our game, the princess in her castle says "no" to the hero. I love that.

Gaelec Simard:

With ACB we wanted to push the boundaries on how we presented their relationship – among other things, we have nude and love scenes – and yet the game is moderated by a desire not to offend. However, we feel this self-censorship doesn't detract from an unforgettable experience.

Patrick Plourde: We don't aim to be controversial. As our game is popular throughout the world, there will be issues that may be more sensitive in some areas and less in others. Certain adjustments had to be made, but the spirit of the story remains intact.





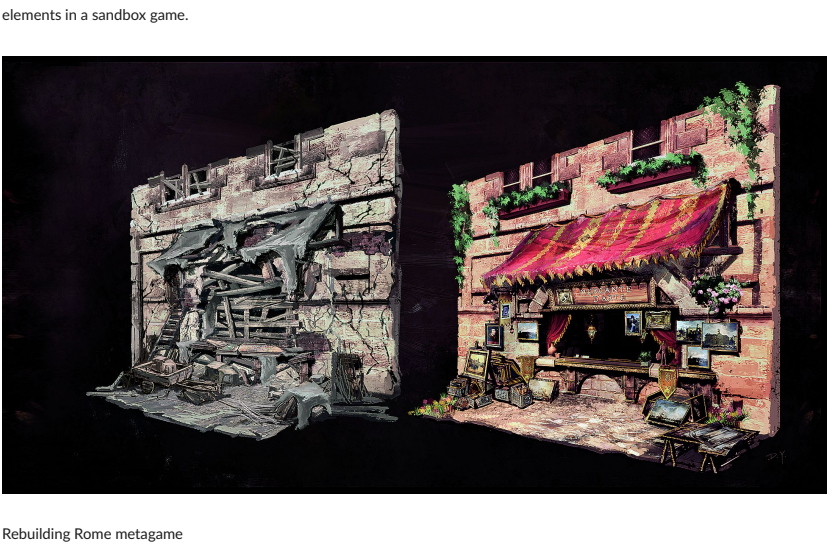
Designing & Playtesting

Christopher Weiler:

If we want our fans to keep playing our games, we need to give them new challenges. While we could have created a clone of AC2, we knew players expected a brand new game with a vast number of novel features. Many of these were drawn from fresh ideas, but some of them have actually been on the design table since the very first Assassin's Creed.

For example we have always wanted to include a "hard mode" – a kind of "the way an Assassin would really do it" mode – that would force players to use more of the tools and abilities at their disposal. We just didn't have time to balance this in previous installments, but it's something that we've managed to add to ACB through the Full Synch conditions. These make missions much more challenging. Similarly, we wanted to see NPCs on horseback, as it always felt odd to us that the Assassin was the only character who could ride.

Another example concerns guards. In previous games, you sometimes got the impression that they didn't really have an authentic purpose in the city. With the introduction of Borgia Towers, guards really do have a distinct role. It's also clear that these "Restricted Areas" are heavily militarized for a very particular reason. The inclusion of the Borgia Towers now means that certain missions can be much more difficult if a player does not liberate the area in advance. For me, such choices are essential elements in a sandbox game.



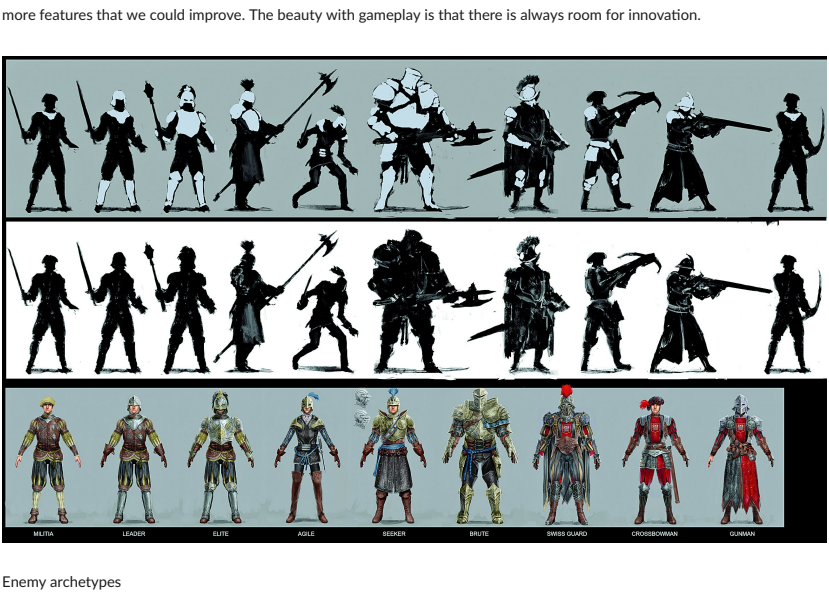
Rebuilding Rome metagame

Gaelec Simard:

We take all player and game reviewer feedback very seriously, and it's something we bear in mind when designing an AC game. As our goal is to create the most polished experience possible the input we can gather from these sources can also contribute to that objective.

Two examples spring to mind. The feedback we received regarding combat told us that players expected more variety, so we've totally revamped the system. We decided to make fights more dynamic. You can still perform Counter Kills, but you'll dispatch enemies way faster if you strike first and strike fast, especially with the new Execution Streak ability. Even our guard archetypes have been reworked to offer new challenges.

Conversely, AC2's Monteriggioni management game was greatly enjoyed by most players – so we've kept it, and now expanded it across the entire city of Rome, adding many new elements to enrich the system. This is not to say that there aren't more features that we could improve. The beauty with gameplay is that there is always room for innovation.



Enemy archetypes

Brian Lee, Lead Programmer (Combat):

There is always room for improvement, and we constantly have ideas for new features. As game developers, however, we have to balance what's cool against what we can deliver on time and in a polished state. At the end of the day, we always choose what will be most fun for the player. In fact, that is exactly what we did with the combat system.

We had to define the new combat system direction at a very early stage in the project. We were clear on our overall goals, and had a plan to achieve them, but we also had to lock down plenty of features without knowing exactly how well they would combine. Our motto for combat was "Strike First, Strike Fast." This meant giving control of combat to the player, and the freedom to develop their own fighting style. To do this, we've taken the existing mechanics from AC2 and added new ones such as Executions. Putting all of these mechanics together in a fluid system allows the player to establish a rhythm of attack and defense. By performing various moves in sequence, the player can dispatch many enemies efficiently and with style.

We always wanted the combat mechanics to be accessible to novice players. At the same time, we needed the system to be challenging for expert gamers. To find the right balance we went for a layered approach, so that players can start with the fundamentals and progress to more advanced techniques at their own pace. For example, they will first learn how to perform an Execution, then how to chain multiple Executions back-to-back, before mastering how to counter an incoming enemy attack while performing an Execution Streak.

As with other parts of the game, playtesting was essential to nailing the fun factor. We designed and implemented each new feature, then revised it until we had something that we thought was fun to play. I should add that our playtest lab and player feedback gave us invaluable real-world input.

Producing the Game

Jeffrey Yohalem:

On previous installments, the story was written prior to the missions – and the mission designers clearly didn't enjoy that approach. They believed it restricted their creativity too much. ACB's mission designers were given more freedom to develop ideas before a detailed story bound them. Given a rough story outline, they brainstormed and came up with fun gameplay situations to fit that framework, fleshing out details in the process. We then wrote the script based on their mission ideas, and ended up requesting several additional missions to help complete the story structure. So it was much more collaborative, and I think a strong story emerged from that teamwork.

Julien Laferrière:

Each mission designer was put in charge of a Sequence and had full responsibility to make it fun and entertaining. As a rule, we tried to address the risky Sequences first: those that seemed to be good ideas on paper, but whose viability needed to be confirmed. On ACB, we wanted to establish the full scope of the game at a very early point in the development process. We worked hard to ensure that we had all our missions ready as early as possible, even though some parts still lacked polish. It gave us a very good impression of what ACB would feel like.

Christopher Weiler:

The game engine we've been using – Anvil – was created in 2007. Anvil saw many improvements from AC1 to AC2, evolving with features such as the day/night cycle. For ACB, we improved our ability to manage memory and make better use of our assets. This was essential in creating a city as large and detailed as Rome. We took advantage of what we had learned in many ways, improving the rendering speed on console versions and enhancing our navigation mesh: the map used by the pathfinding AI to get each NPC from A to B.

Gaelec Simard:

It's so much easier to work with known tech and squeeze more out of it. This is partly why we were able to do so much and add so many new features in so little time. Anvil is an incredible engine and we've really pushed it to the limit with Rome, the biggest city we've ever built.

In the end, we were somewhat surprised by ACB's size. I guess every department wanted to add just one thing more. As a consequence, it's a huge game, with significantly more optional challenges than the previous episodes.

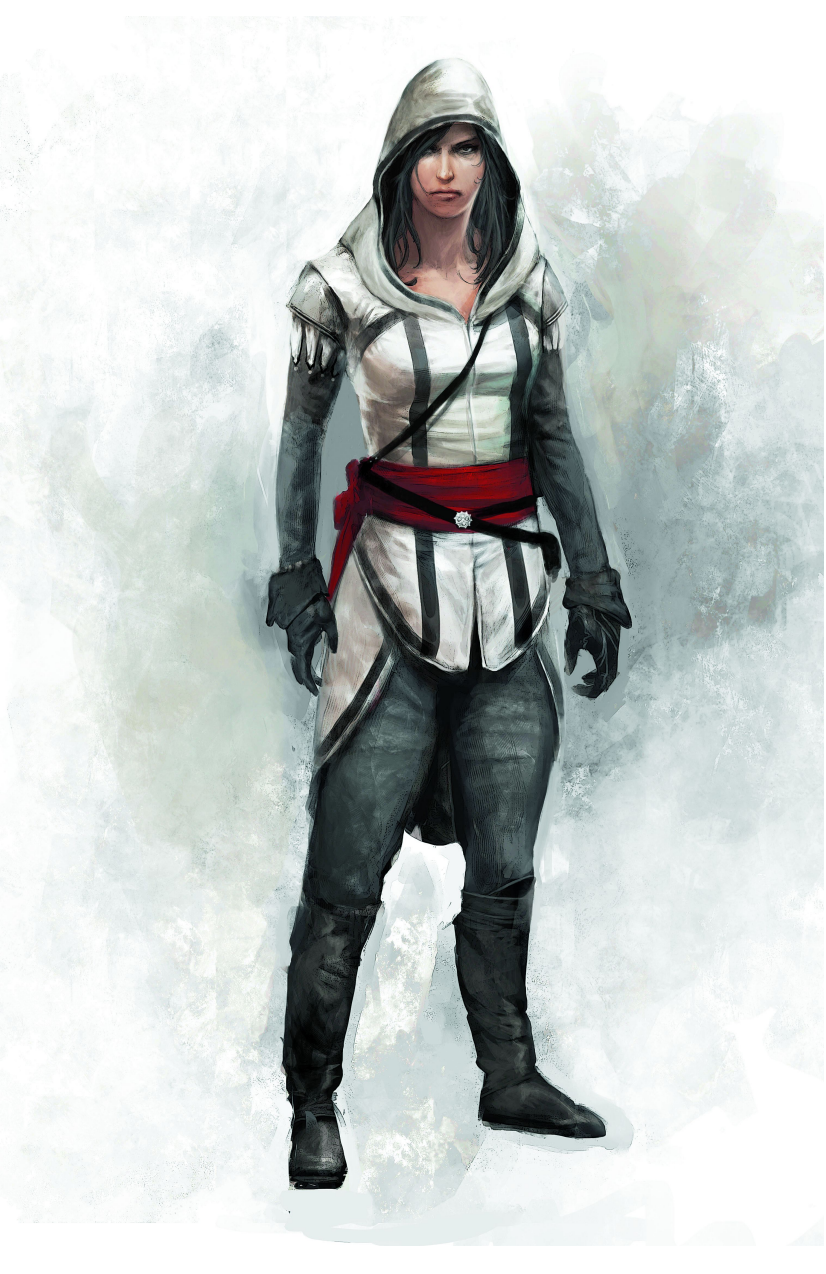
Patrick Plourde:

Giving more freedom to players is always a good thing in a sandbox game. From a design perspective, we have become more at ease with letting the underlying systems run the show. My previous experiences with game design taught me to limit the influence of the "designer's way" on our game systems, avoiding the use of little rules that constrain AI or individual interactions. I guess you could say that we let the game find its own identity.

Gaelec Simard:

The desire to offer the player freedom was a big reason behind the decision to have Ezio begin ACB by losing most of what he had gained in AC2. The process of starting from a low-level character and guiding him to become the ultimate Assassin is not, strictly speaking, essential to the balance of an AC title. That said, there's a real satisfaction in seeing your character progress, acquiring new skills and customizing him to fit your tastes.

Naturally, new features and freedoms need to be carefully balanced. For example, Ezio can now summon aid from trained recruits. Allowing him to call reinforcements or even kill targets without intervening himself is a very powerful ability. In this case, we had to carefully consider the number of available Assassin Signals, their recharge time, how easily the recruits would level up – or die trying – and so forth. In short, we have to ensure that each feature, no matter how powerful, doesn't break the game's balance in the end.



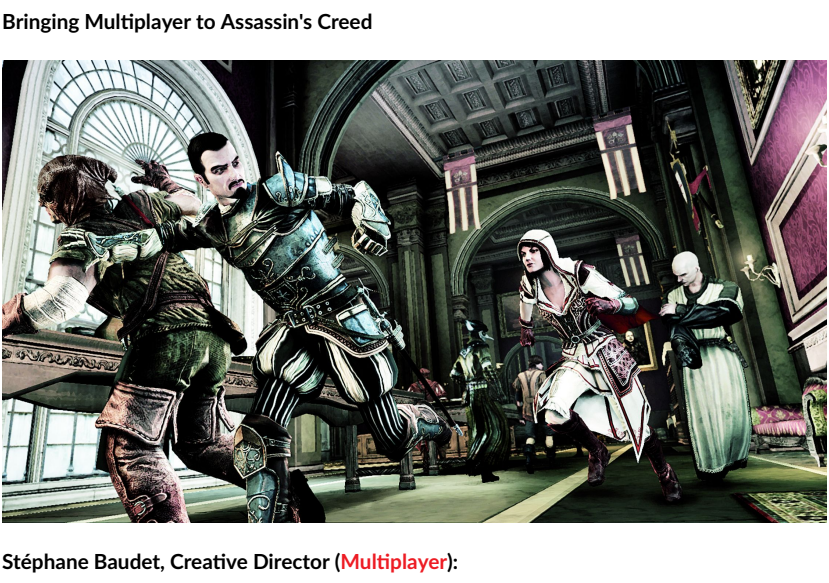
Assassins Guild members

Patrick Plourde:

The fact that we decided to reward a more direct and aggressive approach to combat through Execution Streaks had obvious repercussions. To offset this, we used the various enemy archetypes to encourage players to adapt their strategies to each fight. As we also increased the numbers of guards in the game from AC2 to ACB, we fine-tuned the overall balance by adding systems like the Assassin Signals – but this in turn had to be counterbalanced, so as to not hinder the game's difficulty.

All of these systems allow the player to experiment, choose the techniques that appeal most, and therefore establish a bond with them. For example, if you level several assassins up to the maximum level, you might then feel proud when they perform impressive feats when called to assist you.

Bringing Multiplayer to Assassin's Creed



Stéphane Baudet, Creative Director (Multiplayer):

We've always wanted to develop the Templar side of the story in order to build up to a climax in the struggle between the Assassins and the Templars. Being a new addition to the AC brand, the multiplayer mode was a perfect opportunity to develop this story thread: it gave us freedom to add new characters, locations and gameplay elements. But as the MP mode remains part of the AC world, we had to be consistent with Desmond's story. We achieved this by giving a new sense to things seen in previous episodes. For example, the multiple Animus machines observed during the Abstergo escape in AC2 are explained through the MP mode.

From a game design perspective, the initial concept of the multiplayer mode was inspired by a live RPG called Killer and the movie Highlander. Every character in the loop has to assassinate a designated rival, while being the target of another. We had the luxury of a full year to build various experimental prototypes. Our objective was very clear: the multiplayer experience had to be innovative, fun and respectful of the AC universe. If one of those goals was not met, multiplayer would never see the light of day.

The real challenge for us was to reconcile the features of the AC series with the capricious human element: players are unpredictable and sometimes downright contrary when it comes to doing what is expected of them. Designing a solo game and a multiplayer mode are two completely different things. In MP, the players create their own game experience. We can't use scripted events to force them to play the way you think they should. What we do have, though, are mechanics such as game rules, score and real-time feedback systems that can be used to encourage players to behave in a certain manner – the way, in short, that will lead them to win.

In order to make the game fun to play, we observed and recorded statistics during playtest sessions. Using data from players of all levels, we adjusted the rules to remove the frustrating elements and increase the fun factor. It's a bit like cooking: you taste the result and then adjust the ingredients to get the best possible recipe.

In the end, the biggest accomplishment for the multiplayer team was to have convinced everyone that a multiplayer mode did belong in the AC universe. I hope that the AC fan community will also embrace this new addition to the franchise, and that multiplayer will become an important part of future AC titles.

Managing the Franchise

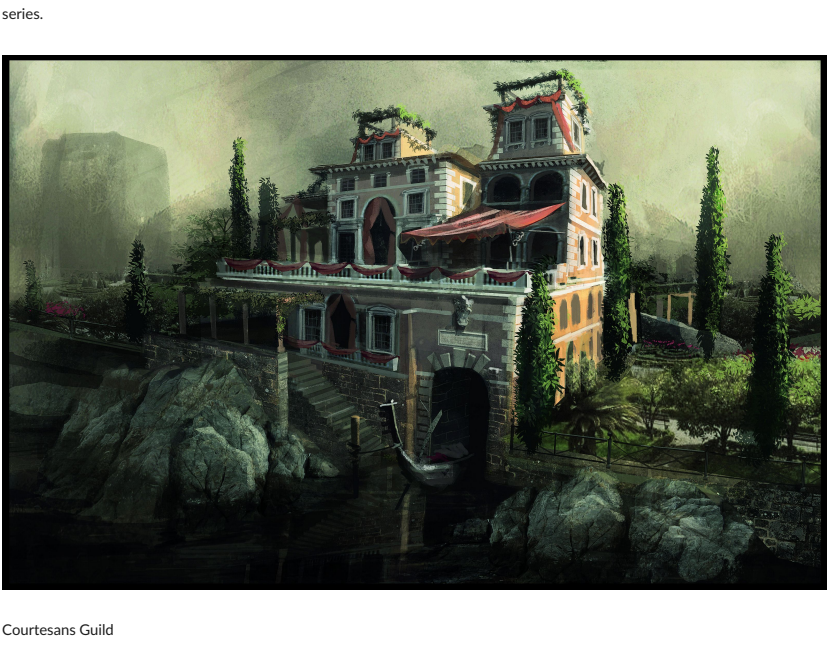
Gaelec Simard:

Most elements of the AC main plot and mythos are based on interpretations of real facts. The Garden of Eden, Greek and Roman polytheism, famous historical figures: all of these take on a new sense in the game. I think it's also, partly, the excitement of reliving historical events that makes the game so successful.

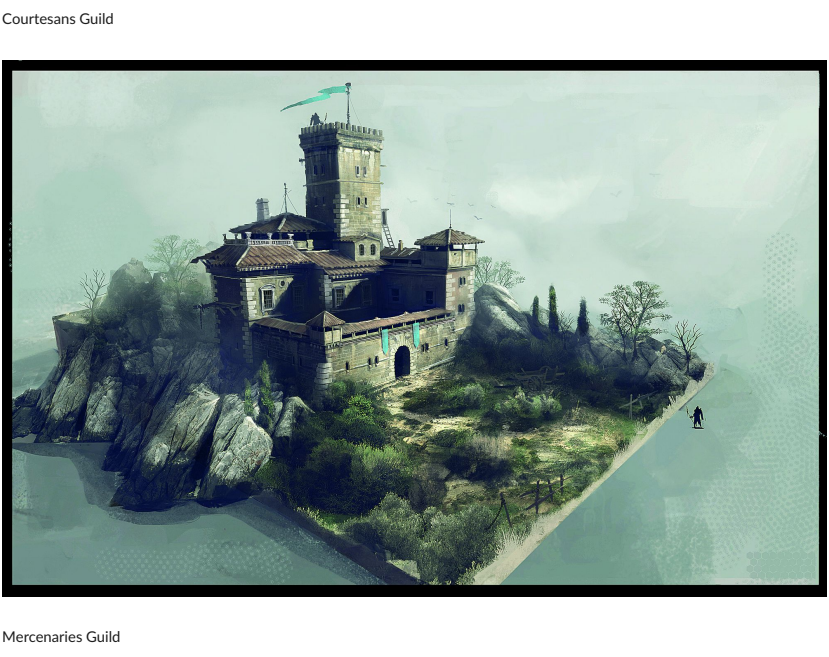
Consistency is a priority for us at franchise level. The AC series has spread in many different directions, from portable gaming platforms to novelizations, but we have a dedicated team that takes care of managing the brand. They bring a creative insight and keep the universe devoid of logic holes – and that's especially important when you consider the complexity of our universe.

Jeffrey Yohalem:

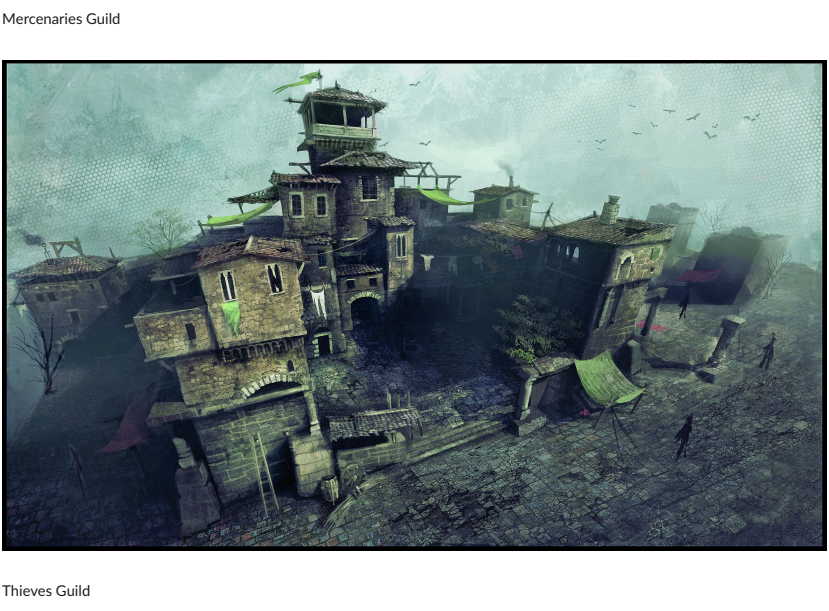
Although we know where the games are going, the journey always reveals new twists and turns. The Subject 16 puzzles were a surprising new addition to the Assassin's Creed franchise that we've been very happy with. In ACB, these allow us to flesh out several aspects of the storyline that we don't have the space to convey in 2012 Monteriggioni. Additionally, we can partially incorporate the storyline from 2012 in the world of the past through the Subject 16 puzzles, enabling a more intricate interchange between past and present without sacrificing either. If you follow the leads inside by researching the events discussed in these puzzles, you will find that we have used them to set up new developments that will feature later in the series.



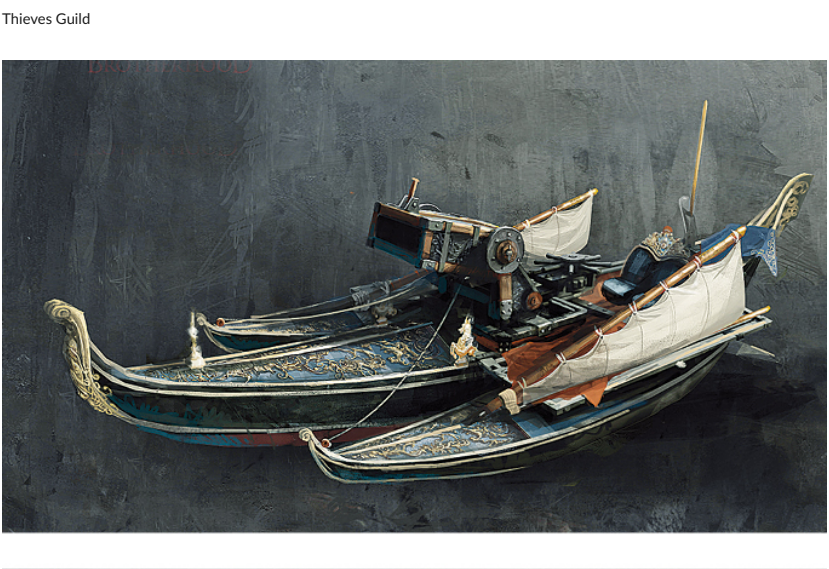
Courtesans Guild

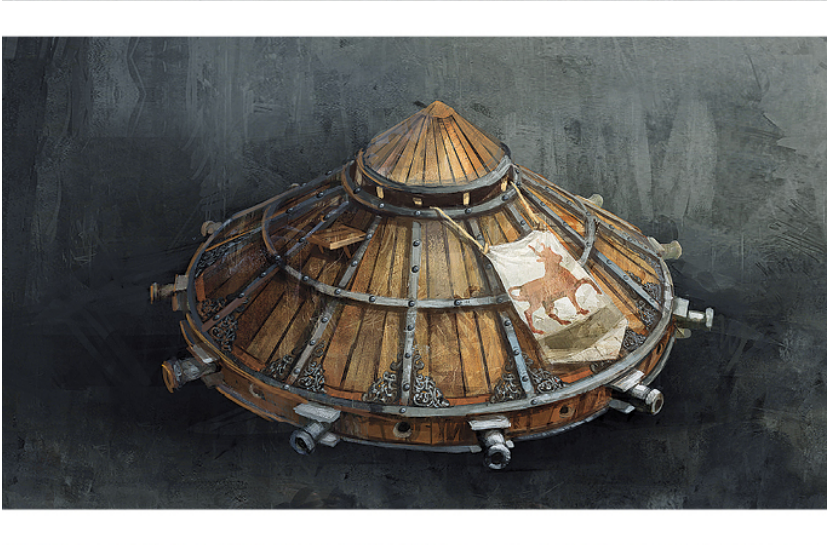


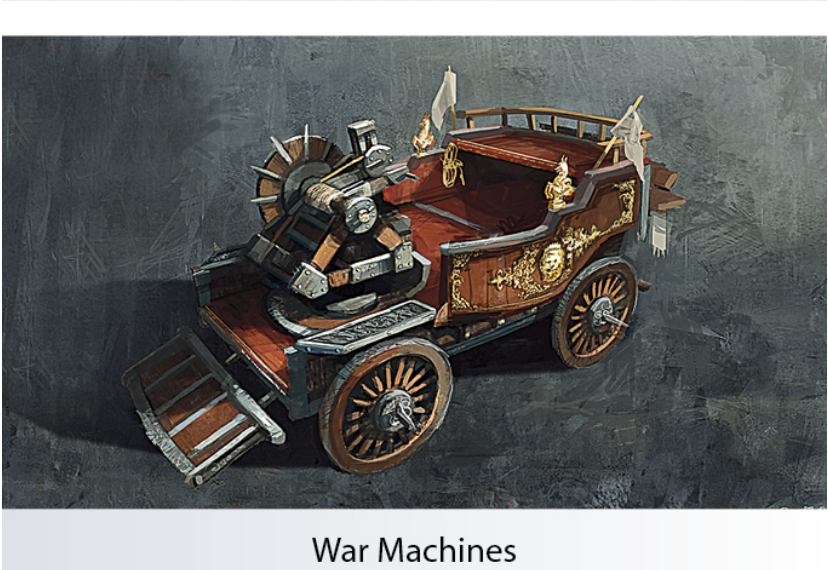
Mercenaries Guild



Thieves Guild



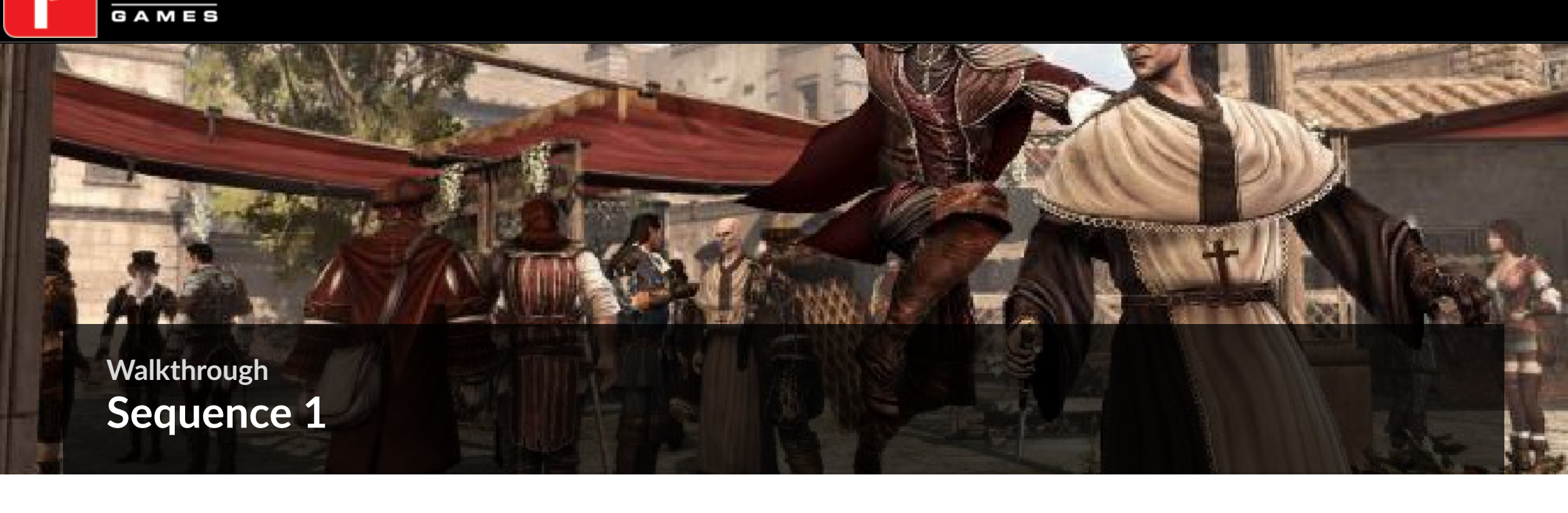




War Machines

War Machines

Jean-François Boivin: We want to keep players guessing as to where the story will go next and we have planted hints on this. These are subtle, so we do hope that the most perceptive players will spot the clues, do the research, and then speculate with others as to what might happen in the next episode. It's great fun for us developers to read the forums and see what people think. The fact that they spend time discussing and debating the story at length is a testament to how much people like the universe we have created – and that's the very reason we love making games.



Walkthrough

Sequence 1

Memory 01

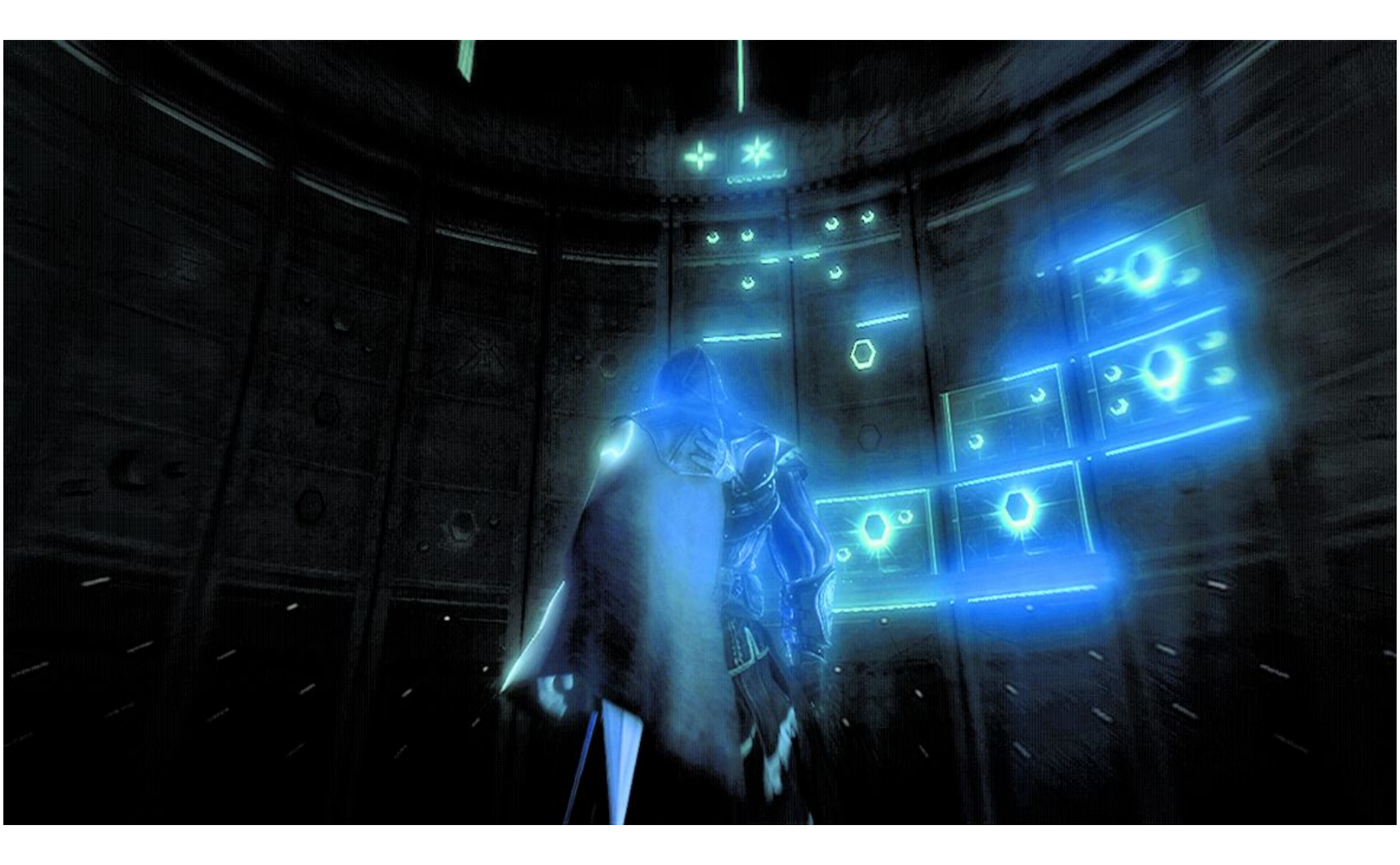


Figure 01

MASS EXODUS:

After the tantalizingly fractured opening cinematic set on a battlefield (and brief button-bashing interlude), the story switches to Ezio's meeting with Minerva at the conclusion of Assassin's Creed II.

Follow the onscreen instructions to use Eagle Vision and climb up to meet Mario Auditore (Fig. 1), then accompany him until both are confronted by a group of guards.

Ezio has the ultimate equipment and armor set from the conclusion of AC2, so he can effortlessly withstand their attacks.

Newcomers should refer to the introduction to combat in the "Combat Basics" section, but will find it easy to bludgeon each soldier into submission.

The final challenge is to follow Mario through alleyways and over rooftops en route to a final destination on top of a tower. Should you lose sight of Ezio's uncle, look for the arrow that hovers just above his head.

These are used to denote the approximate location of key allies during missions, and are visible through all surfaces.

Combat Basics

With Ezio at full strength and armed to the teeth, the assailants he faces during the opening memories pose a very minor threat.

However, there are a few basic combat concepts that you will do well to master during this stage of the adventure.

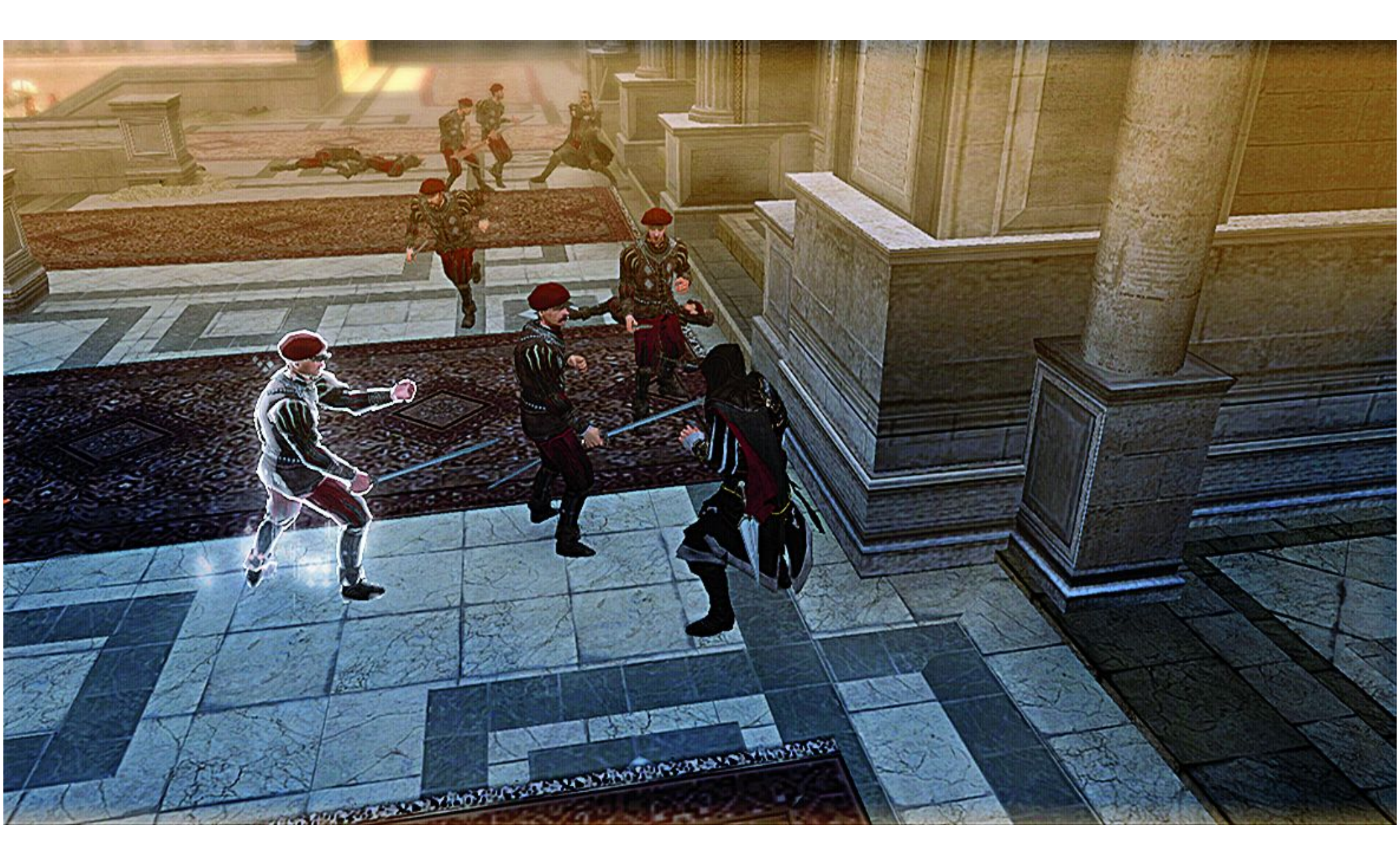


Figure 02

- **Fight Mode:** You can enter Fight Mode by attacking an opponent, or by pressing the Target Lock Button (LT / L1) while facing an appropriate adversary. Ezio's stance is adjusted whenever he enters Fight Mode, with all movements made in relation to the assailants that surround him L . is used to both move and cycle between targets. As Ezio often faces several opponents at once, try to keep him in motion constantly to isolate individuals from the surrounding crowd for easy kills, or maneuver him to occupy a more defensible location (Fig. 2).

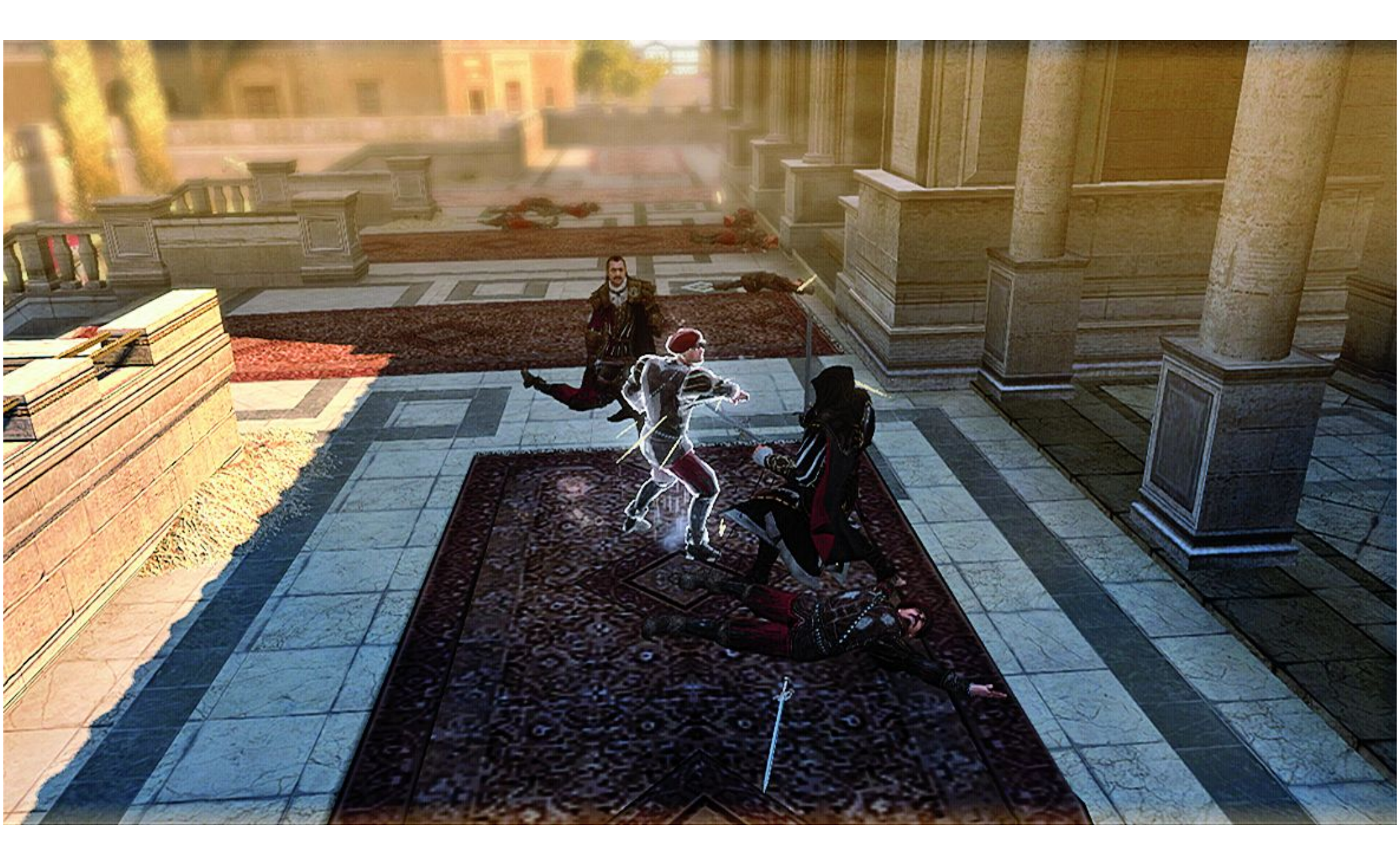


Figure 03

- **Deflect:** To "Deflect" (for which, read: "block") enemy attacks in Fight Mode, hold the High Profile Button (RT / R1) and press L in the direction of an incoming blow (Fig. 3). Though Ezio will automatically block blows made by opponents directly ahead or just off to one side of him when the High Profile Button is held, it's absolutely essential to master the art of using L to make him turn and meet strikes from behind. Pay close attention to the icons that appear above the heads of all opponents. These always flash to signal which aggressor is next in line to attack.

- **Attack:** Press the Weapon Hand Button (X / □) and a direction on L to attack an opponent in the specified direction (Fig. 4). With weaker opponents, an uninterrupted sequence of blows to a single adversary will wound and disorient the target during the first few strikes, with the final attack resulting in an instant finishing move.

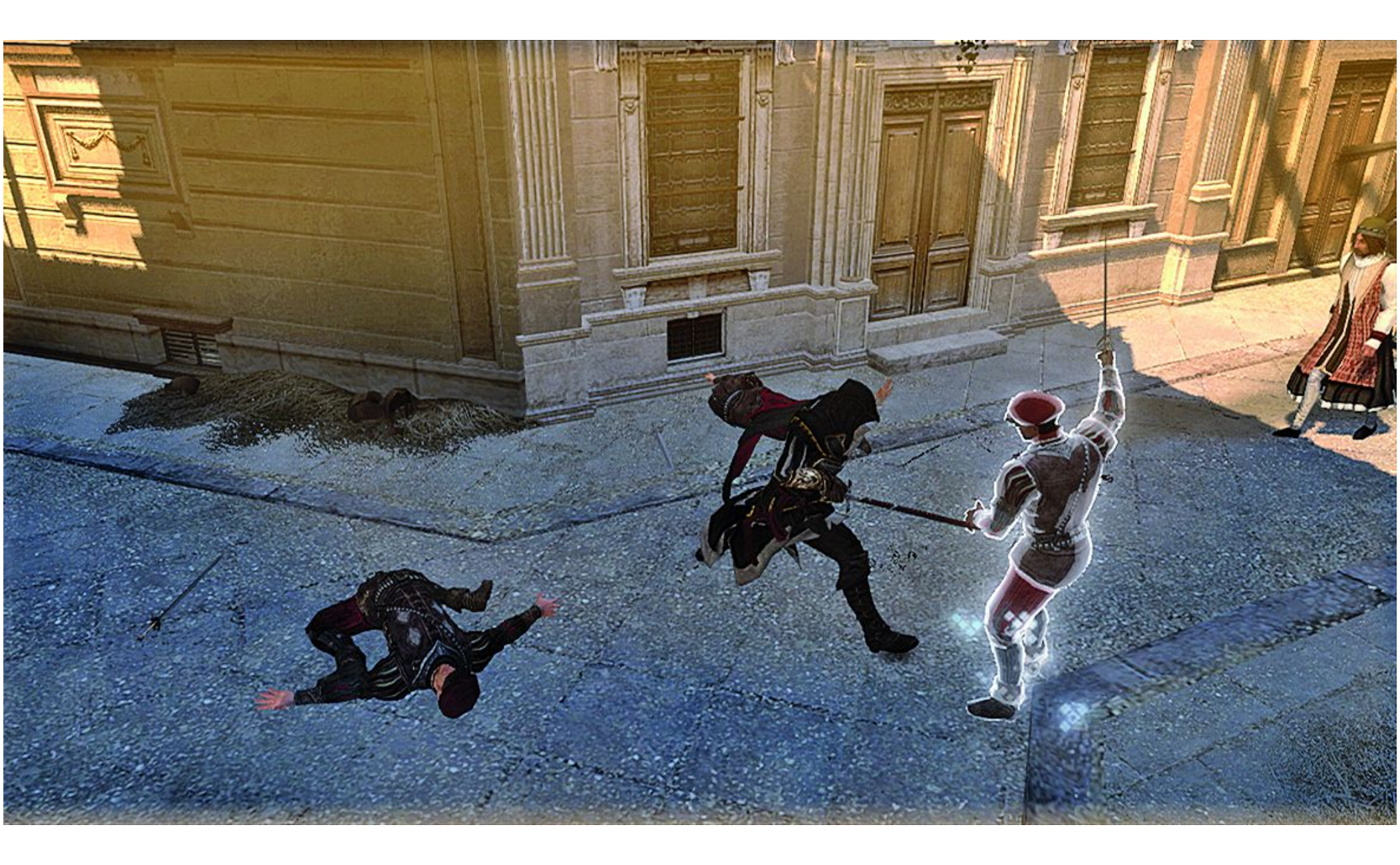


Figure 04

Free Running & Climbing

The best way to master the art of scaling walls and leaping over rooftops is to actually play and practice it for yourself. If you find that you struggle to keep up with Mario during the escape from the Vatican, though, the following tips may be of assistance.

- Holding the High Profile Button in conjunction with L will cause Ezio to break into a run. With this movement style, he will vault low obstructions or drop safe distances to a surface below, but will not attempt to climb or leap.

- While running, press and hold the Legs Button (A / X) to break into a sprint. When Ezio makes contact with a surface, this button/stick combination will always initiate a climb. If he reaches the end of a surface (such as the edge of a rooftop), he will automatically leap in the direction of movement and grab (or land on) a suitable surface – or fall to the ground below.

- With time, you'll begin to appreciate the visual language employed by Assassin's Creed Brotherhood that enables players to intuitively understand which doors, beams, lintels and assorted decorative elements Ezio can safely grasp. Another big step in becoming an accomplished climber is to use the Camera Stick to plan the route ahead, identifying the best path to your destination as Ezio moves (Fig. 5). Poor camera control is, you will find, the most frequent cause of free run mishaps.

- A good tip for less confident free runners is to learn to regulate your use of the Legs Button. Don't feel the need to sprint everywhere: this is a high-risk movement mode that should only be employed when you have clear ground ahead, or when specifically required to begin a climb or leap over a gap.

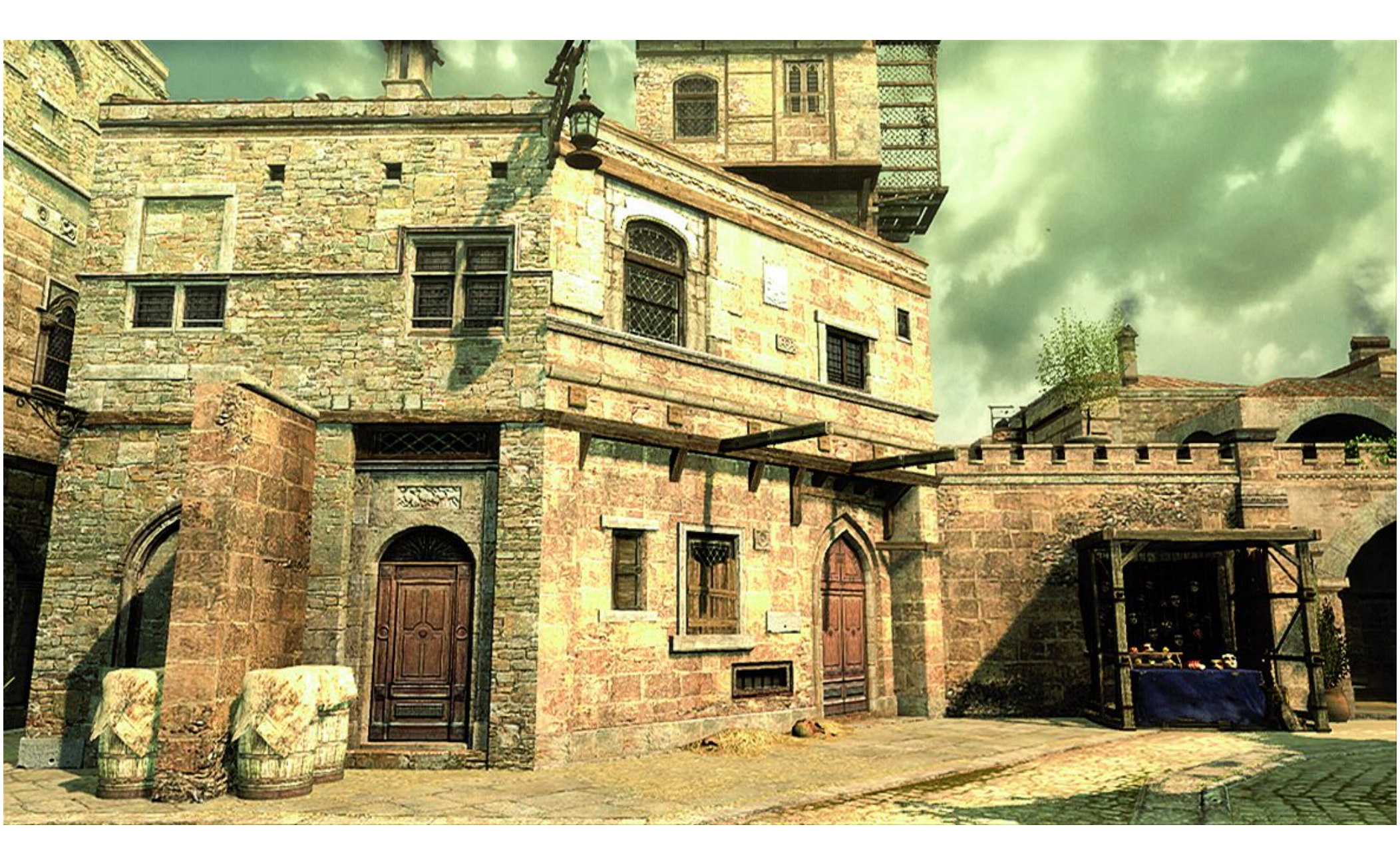


Figure 05

Memories 02 to 06

HOMECOMING:

After a short horse ride with Mario to the center of Monteriggioni, Ezio is left to his own devices.

You must then complete three small memories, with each starting point marked by a distinct ! icon on the Mini-Map. Speak to the highlighted individual to initiate each task.

R&R:

In the center of Monteriggioni, a woman requires Ezio's aid in carrying a box of flowers to a position close to Villa Auditore (the mansion that dominates the northern area of the town).

Simply pick up the box with the Empty Hand Button, then accompany the woman to the waypoint – it's really as easy as that.

HORSING AROUND:

A man outside the town gate calls upon Ezio's expertise to recapture a lost horse. Approach the steed, then press the Empty Hand Button to mount it before it can run away. Use L to trot back to the waypoint marker.

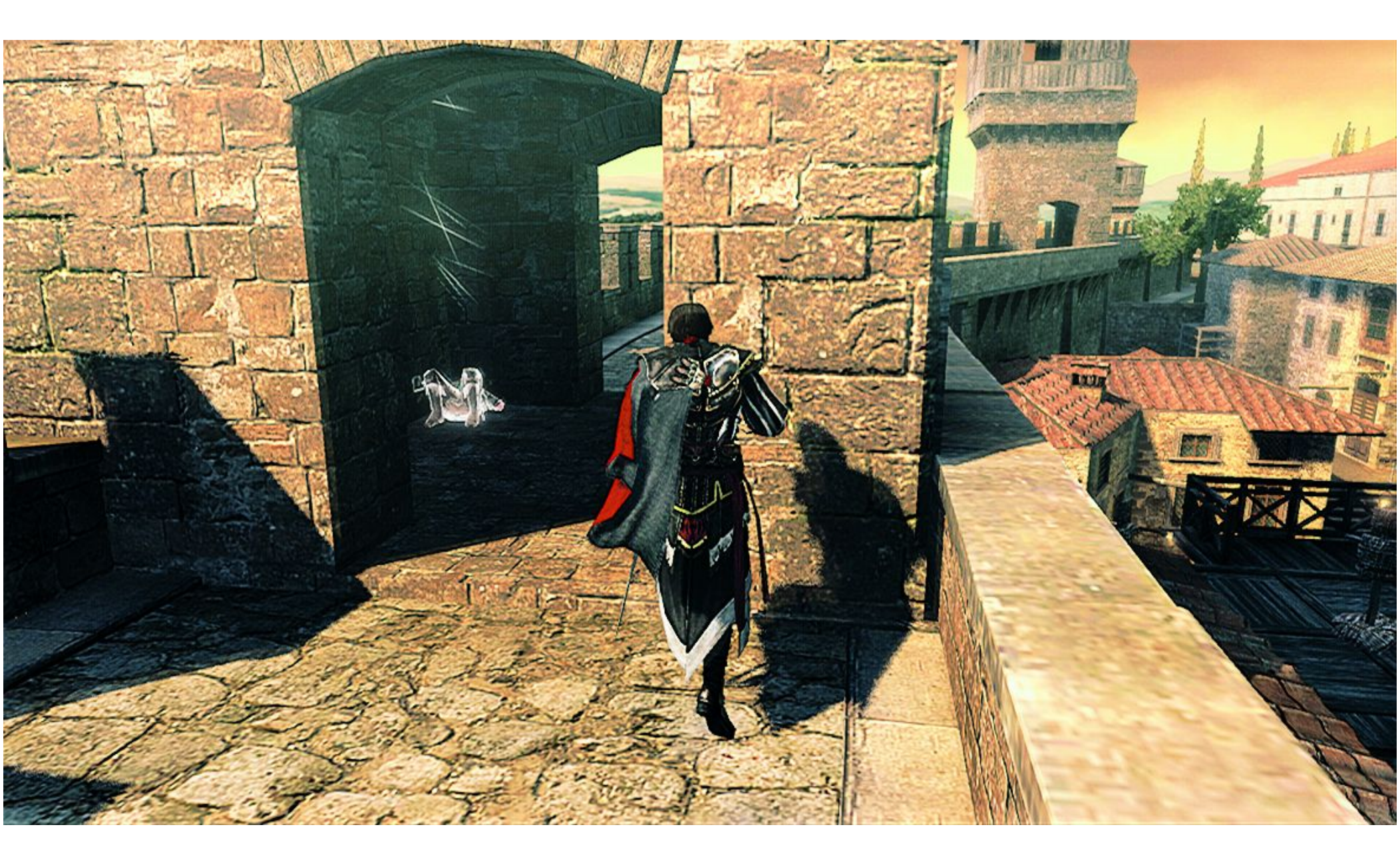


Figure 06

TARGET PRACTICE:

A group of soldiers stationed on the town wall just west of the main gate (use the two nearby Lifts to reach them) require Ezio's assistance in locating the individual who installed the citadel's new cannons.

He is actually asleep on the town's west wall a short sprint away (Fig. 6). Afterwards, escort him back to the waypoint and engage in a little target practice.

REUNION:

After all three tasks are complete, head to the waypoint at Villa Auditore's front door and press the Empty Hand Button to enter.

Once the cinematic interlude ends, head upstairs and interact with the highlighted door to continue.

Memory 07

VILIFIED:

The subtle adjustment of the camera will present the best route forward as you gallop through Monteriggioni's streets. When Ezio loses his steed, free run over the poles and beams and then make your way onto the wall (Fig. 7).

Sprint over to the waypoint marker (it's to your left as you reach the top), then press the Empty Hand Button to mount the cannon.

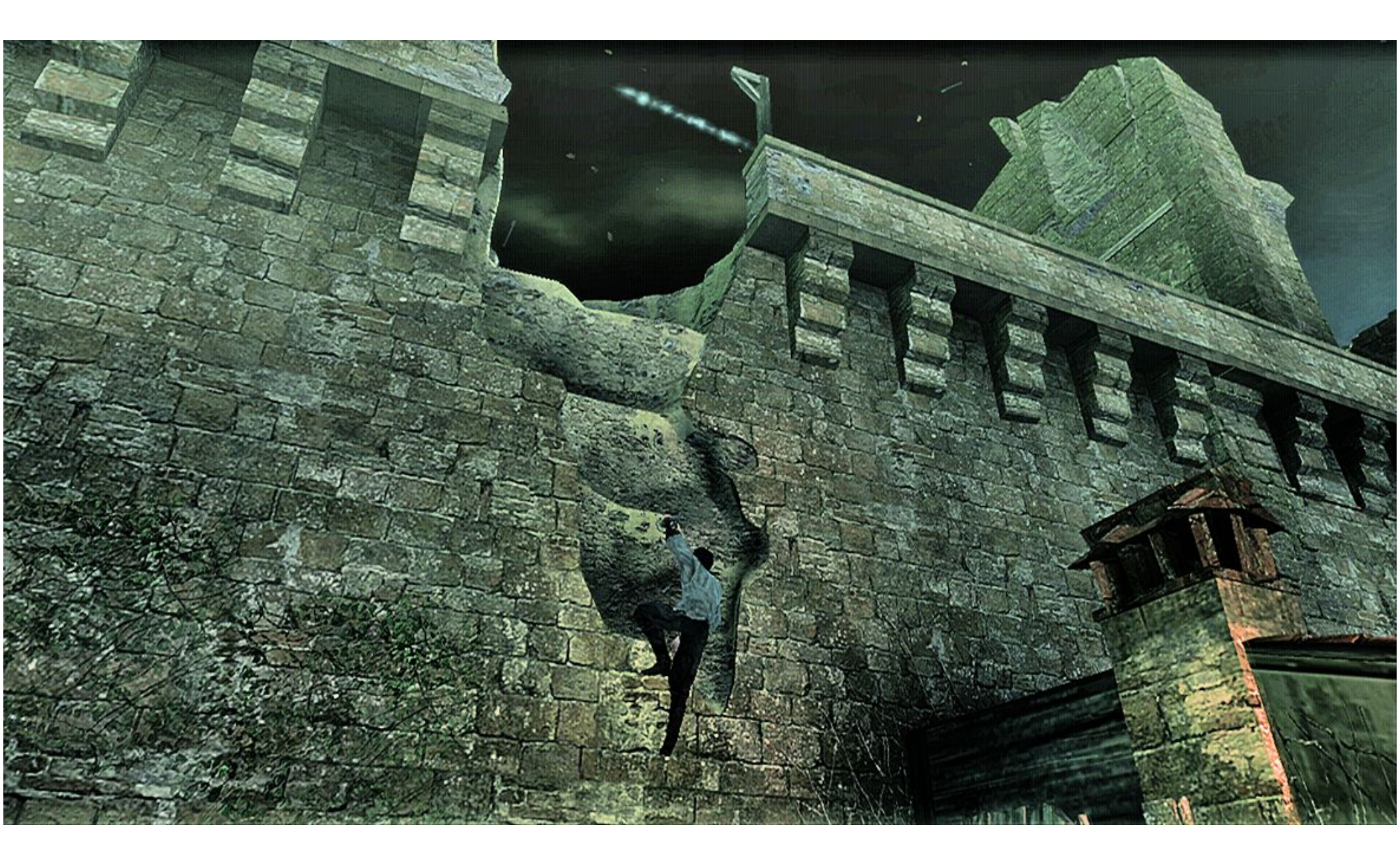


Figure 07

The final section of this mission introduces an assortment of gameplay features, so just follow the onscreen prompts to complete the memory. See "Essential Combat Techniques" and "Lifts" for further advice on pertinent subjects.

Memory 08

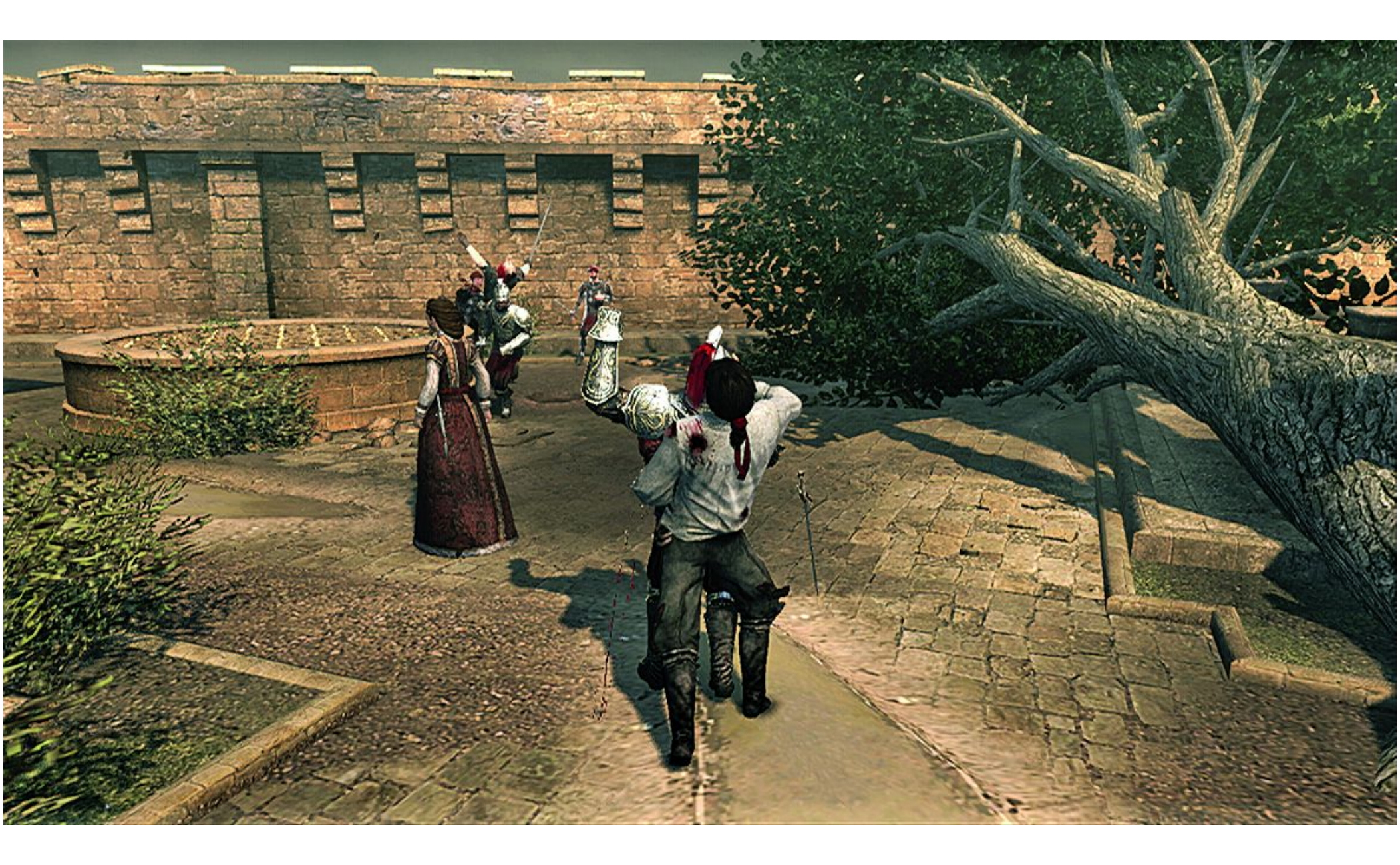


Figure 08

EMERGENCY EXIT:

Ezio cannot free run, climb or sprint due to his wounds, but can fortunately count on the support of allies as he fights his way to Villa Auditore. Once you reach Claudia, focus on protecting her as best you can.

One great trick when fighting alongside allies is that you can sneak up behind assailants and dispatch them with one-hit kills (Fig. 8). There is a set-piece encounter at the back of the Villa that introduces the Pistol.

Follow the instructions, but note that you can simply shoot the closest soldier to save the citizen. Once the siblings enter through the rear entrance and Ezio reaches the Sanctuary below, the Sequence draws to a close.

Cannon Battle

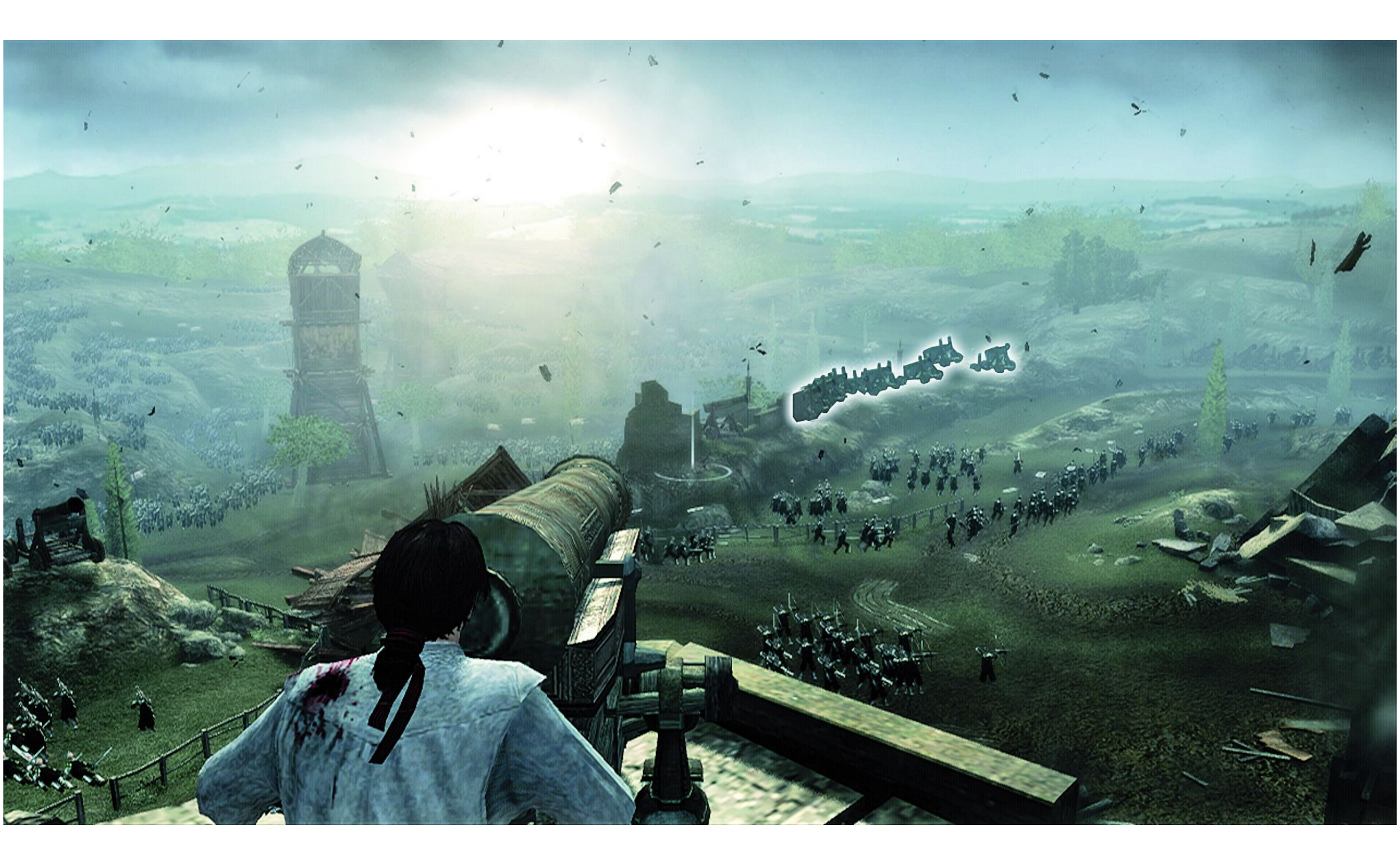


Figure 09

Two special meters appear on the right of the screen when Ezio reaches Monteriggioni's south wall during the Vilified memory: one representing the number of citizens yet to escape (which acts as a timer), and another that functions as a health gauge for the town.

Try to aim between enemy emplacements that are in close proximity, ideally destroying two with a solitary impact; the ring around the target marker helpfully indicates the blast radius of each shot.

When you reach the first cannon, attack the small line of enemy emplacements on the knoll to Ezio's right. When only two or three remain, switch your attention to the larger line to the left.

Once Ezio moves to the second firing position, destroy the cannons to his left first, before turning your attention to the long, snaking line of emplacements that trails off into the distance (Fig. 9).

Essential Combat Techniques

Sequence 01 features relatively few battles, but it's a good time to begin practicing the use of certain staple combat techniques. Note that Ezio must be in Fight Mode to perform these moves.

Counter Kills

To perform a Counter Kill, hold the High Profile Button and tap the Weapon Hand Button (RT + X / R1 + □) and press L in the direction of an enemy as they launch an attack on Ezio.

- Counter Kills performed with swords and daggers offer a very generous timing window. They are consistently successful against low-rank guards (identified by their simple caps and lack of armor), but may fail when employed against stronger adversaries.

- Counter Kills executed with the Hidden Blade are lethal when employed against almost every opponent Ezio encounters, but this versatility and power comes at a price: the timing window for a successful kill is comparatively tiny. As a rule, the trick is to press the required buttons just before a blow lands. This definitely takes practice to perfect, but it's worth the effort. As in Assassin's Creed II, Hidden Blade Counters are arguably the most swift and deadly combat ability in Ezio's extensive repertoire.

Disarm

To perform the Disarm technique, Ezio must be unarmed: press the Weapon Select Button (RB / R2) and pick the Fists icon from the radial menu. The button commands for a successful Disarm are the same as the Counter Kill move.

- When Ezio successfully performs the Disarm move, he will wrestle an opponent's weapon from their grasp. Attack the opponent again to kill them. Ezio will now wield his opponent's weapon as if it were his own.

- You can drop an acquired weapon by pressing the Empty Hand Button, or return to the unarmed fighting style using the Quick Select Buttons: by default, Ezio's fists are set to ✚ .

- As with Counter Kills, certain enemies can resist the Disarm move. If this should happen, use a different technique (like the Kick) to disable them.

Kick & Grab

The Kick move acts as a "guard breaker" when employed against opponents who are blocking Ezio's attempted combos – such as the two armored Brutes encountered at the end of the Vilified memory (Fig. 10). To perform it, press the Legs Button.

- The Kick move has a very short range. Move in close to your opponent before you attempt it.

- After a Kick lands, the target will react in pain. This is your opportunity to launch a combo attack while their guard is down.

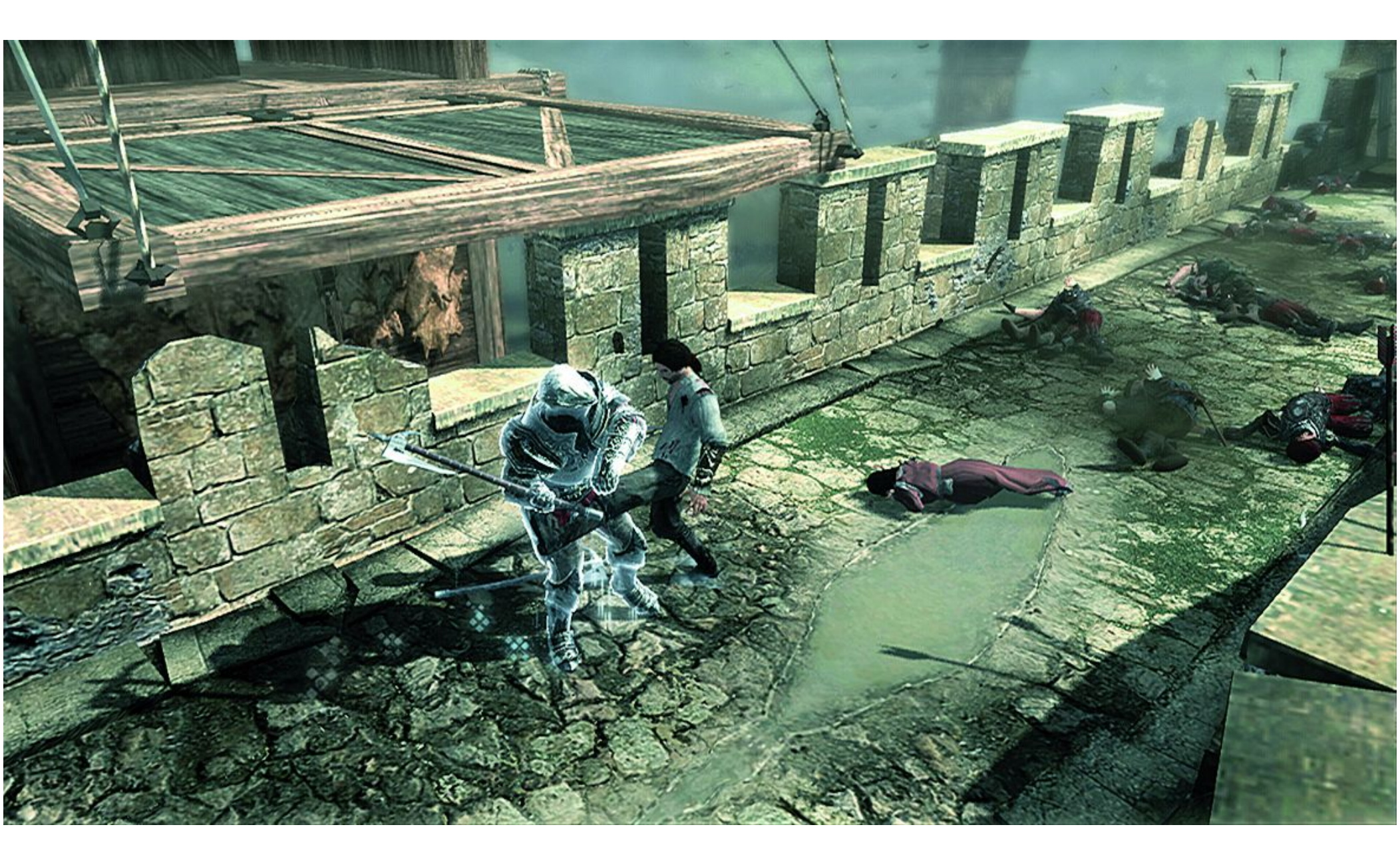


Figure 10

Press the Empty Hand Button to Grab an opponent. If they resist the attempt, perform the Kick move to break their guard and try again. Grabbing an opponent opens up a range of contextual attacks.

Most of these are actually rather impractical during combat, but the Throw move (Empty Hand Button and a direction on L) can be tactically advantageous in certain situations: for example to hurl the aggressor to their death over a ledge or into water.

This can also be used to knock other combatants from their feet and finish them with an instant-death kill while they are prone.

LIFTS

Lifts enable Ezio to improvise a rapid ascent to higher elevations simply by running into them (Fig. 11). Not merely a convenient shortcut, they also offer a novel and effective way to escape pursuing guards.

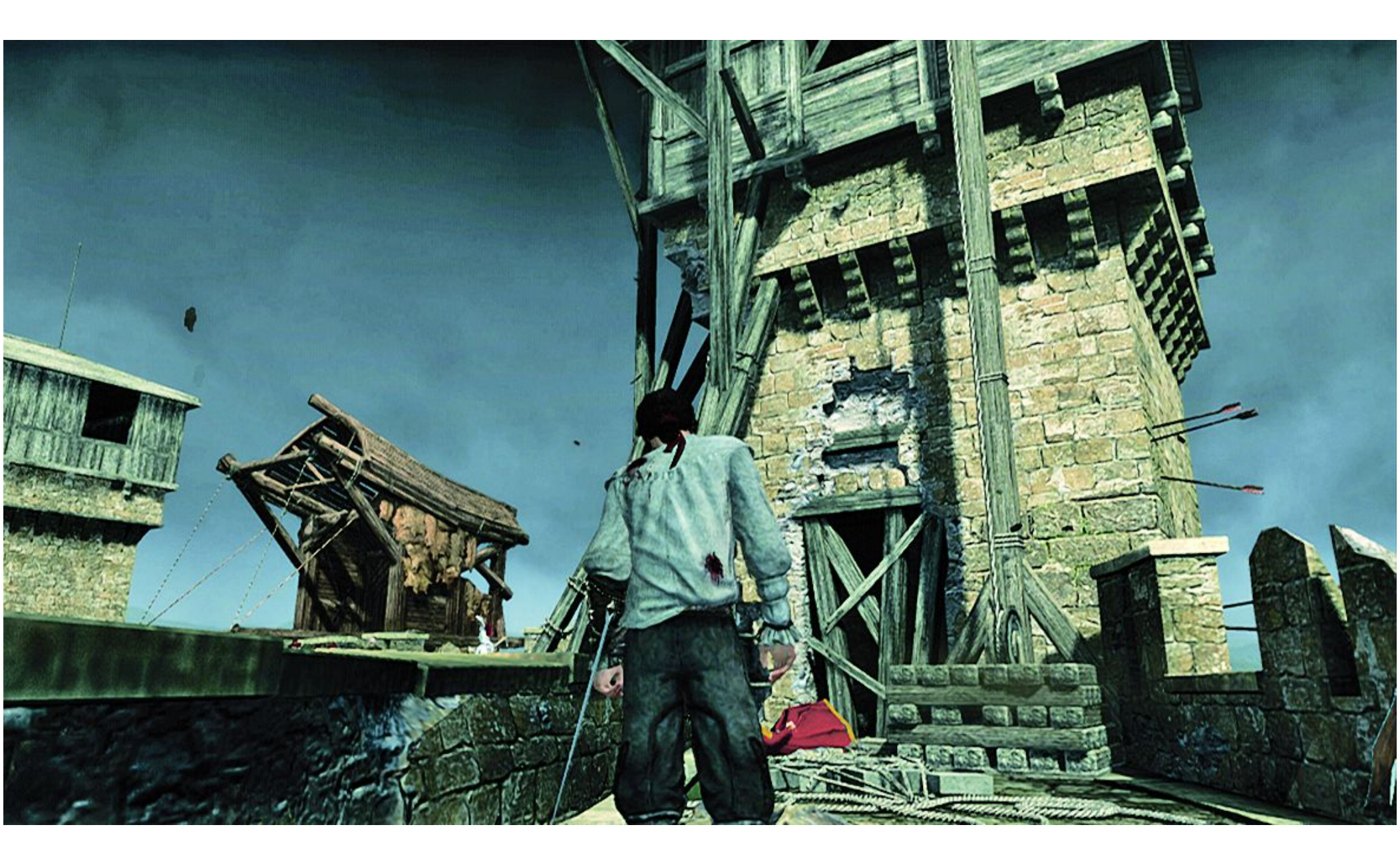
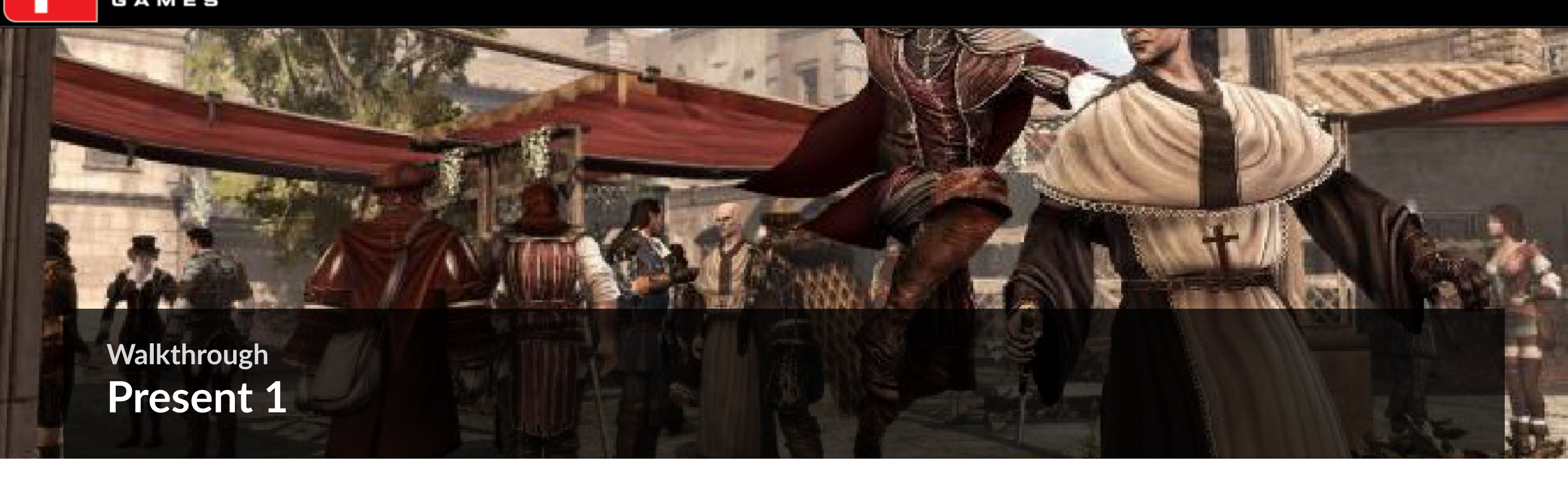


Figure 11



Walkthrough

Present 1

Part 1

MONTERIGGIONI:

Follow the "Bleeding Effect" apparition of Ezio into the grounds behind Villa Auditore, then climb onto the gap in the fence and perform a Leap of Faith from the wall into the haystack below (Fig. 1).

For those new to the Assassin's Creed series, simply walk to the end of the protruding fence section and press the High Profile and Legs Buttons simultaneously (Ⓐ + (RT) / ✕ + [R1]).

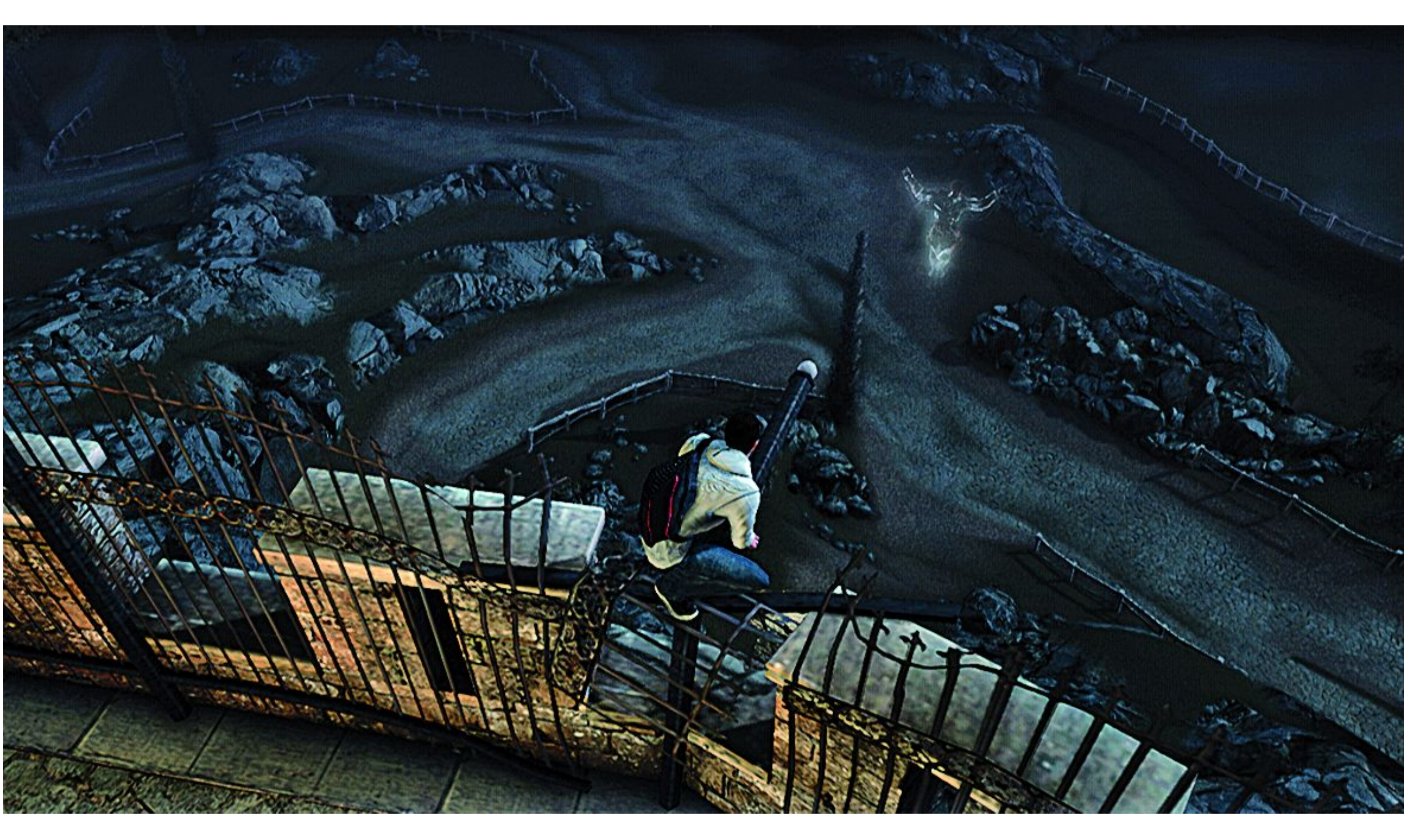


Figure 01

Parts 2 & 3

BENEATH VILLA AUDITORE:

You can find an extended walkthrough for Desmond and Lucy's travels and travails beneath Monteriggioni.

SANCTUARY:

Head up the staircase that leads to the Villa above, then use Eagle Vision to espy a lever on the door and trigger a cutscene. Once it ends, follow Shaun.

Desmond must now attach four devices to specific positions on the town's power grid. The first is right next to Desmond once he and Shaun walk outside.

Other such boxes can be found all over town; we suggest that you locate the remaining three on and around Monteriggioni's main street (Fig. 2). If you struggle to spot them, use Eagle Vision to get a clearer view.

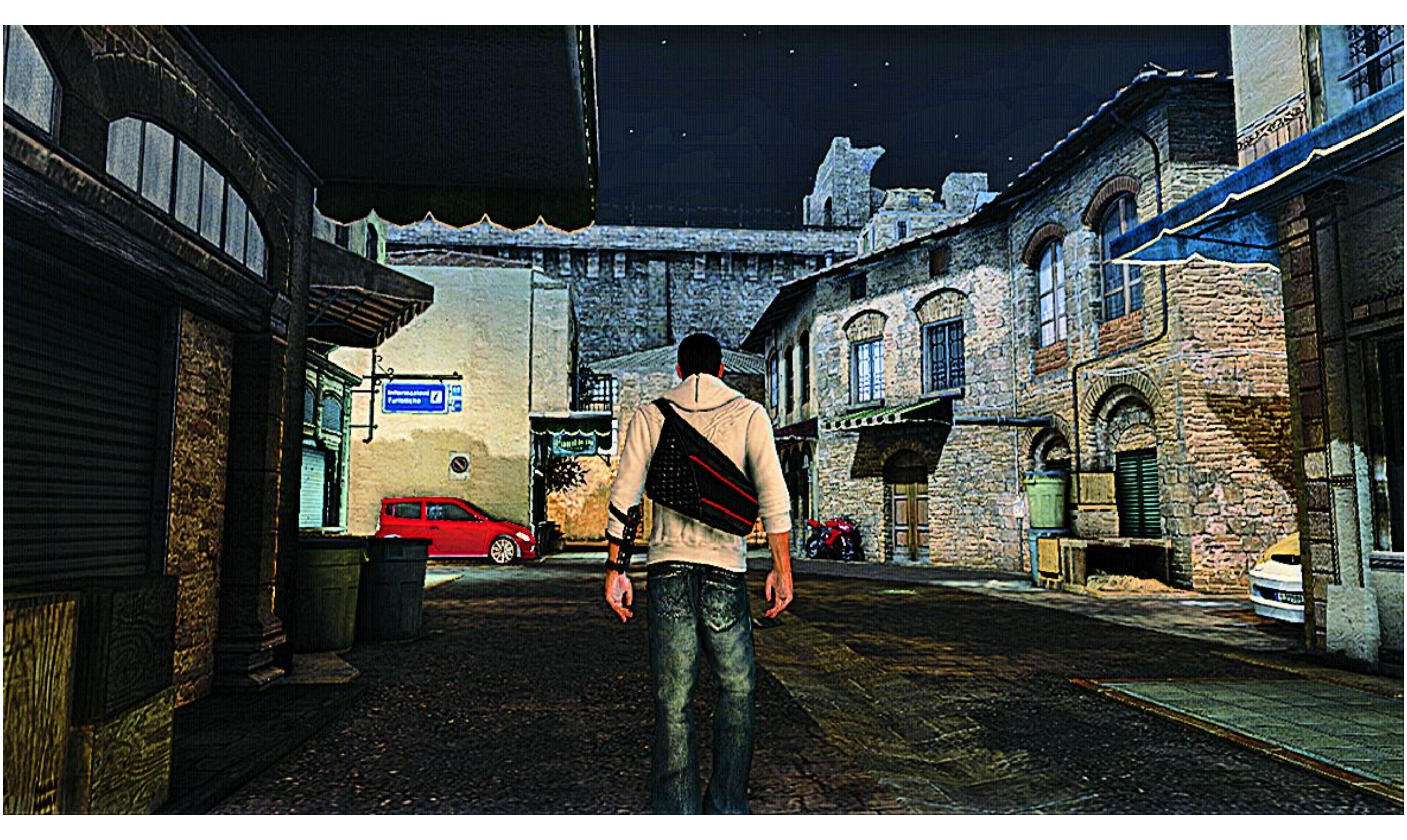


Figure 02

Part 4

VIRTUAL TRAINING INTRODUCTION:

You can speak to Lucy, Shaun and Rebecca to hear optional dialogue sequences before you enter the Animus. Once Desmond is sitting in the chair, Rebecca introduces the new Animus Virtual Training challenges (Fig. 3).

You can learn more about these in the Side Quests chapter, but don't feel obliged to do so now.

As Virtual Training is a permanent fixture of the Animus Desktop (the Pause menu), there's plenty of time to tackle this optional activity at a later date.

Follow the onscreen prompts to complete the short tutorial. Once it ends, Rome awaits...

Figure 03

Swimming

Though it's a skill rarely called upon during main story missions, Ezio and Desmond are both accomplished swimmers.

- Use the Movement Stick to move in water. Add the High Profile Button to swim at an increased pace, and add the Legs Button to move at maximum speed or climb out of water in close proximity to a suitable surface.
- Press and hold the Legs Button alone to dive beneath the surface for a limited period of time; you can also move slowly with the Movement Stick while underwater. This can be employed to avoid detection, or pass beneath obstructions.
- When you leap into water from above, tap the Legs Button to transform the jump into a purposeful dive.

Beneath Villa Auditore: Extended Guide

As with Assassin's Creed II, Assassin's Creed Brotherhood features a number of special missions that take place inside large, self-contained environments.

These often have a distinct focus on advanced free running and climbing. Desmond and Lucy's attempts to reach the Sanctuary below Villa Auditore effectively act as an introduction to this gameplay style.

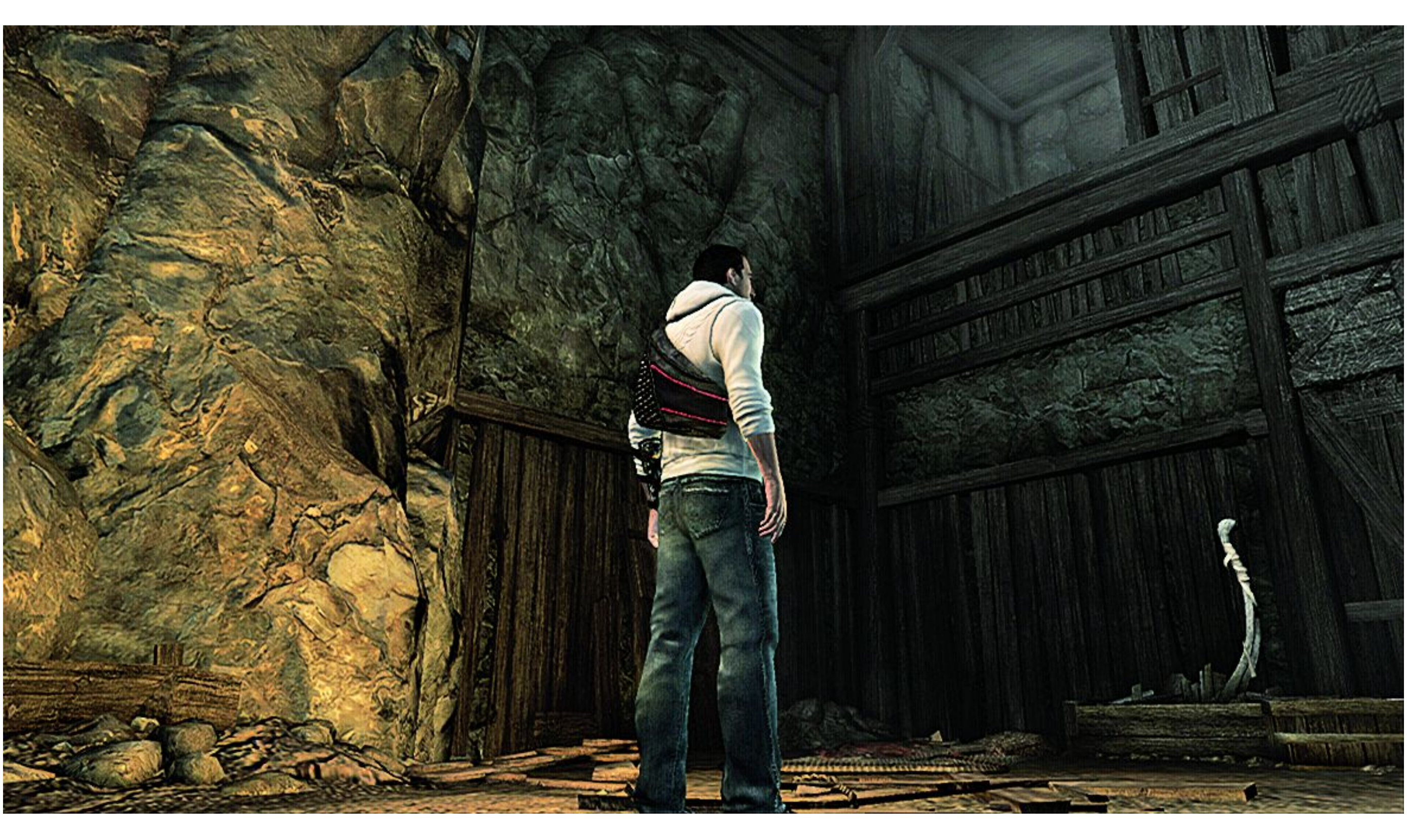


Figure A

A: Approach the glowing lever and pull it to trigger a cutscene. Once it ends, climb up to the opening above (Fig. A).

Levers and switches are (in true platforming tradition) a key element of these interior-based missions, and usually open the way forward.

Follow the linear path ahead until Desmond is reunited with Lucy, then move onto the glowing plate to continue.

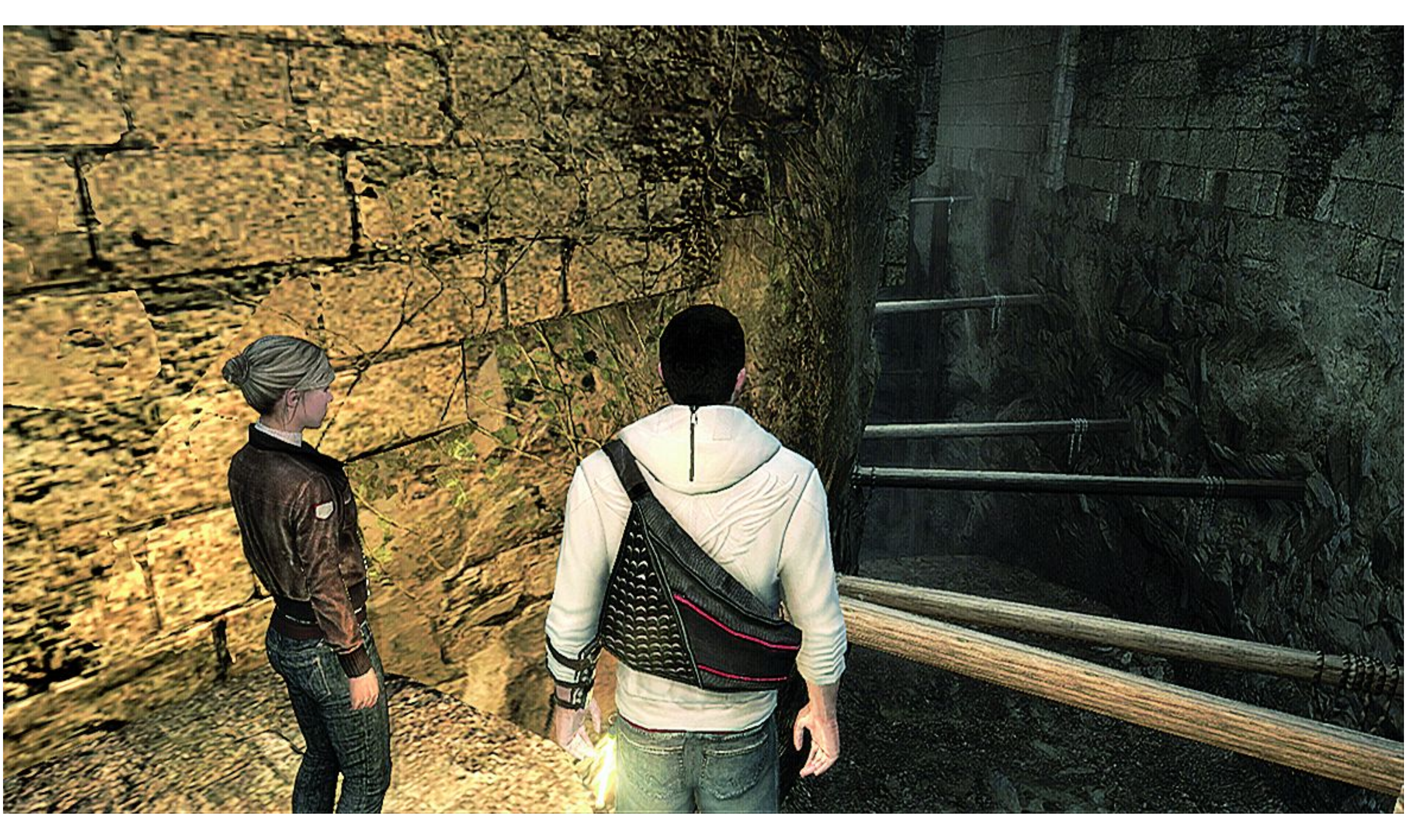


Figure B

B: After the cutscene, Desmond must run over beams that extend from the walls at either side of the tunnel (Fig. B). It's important to note that you can always stop to briefly regain your bearings (or composure) at any time.

Careful adjustment of the Movement Stick (Ⓛ) and Camera Stick (Ⓡ) is the key to success whenever you chain leaps and jumps together in this way.

After a second expression of acrobatic excellence in the next tunnel, stand on the glowing plate to trigger another cutscene.

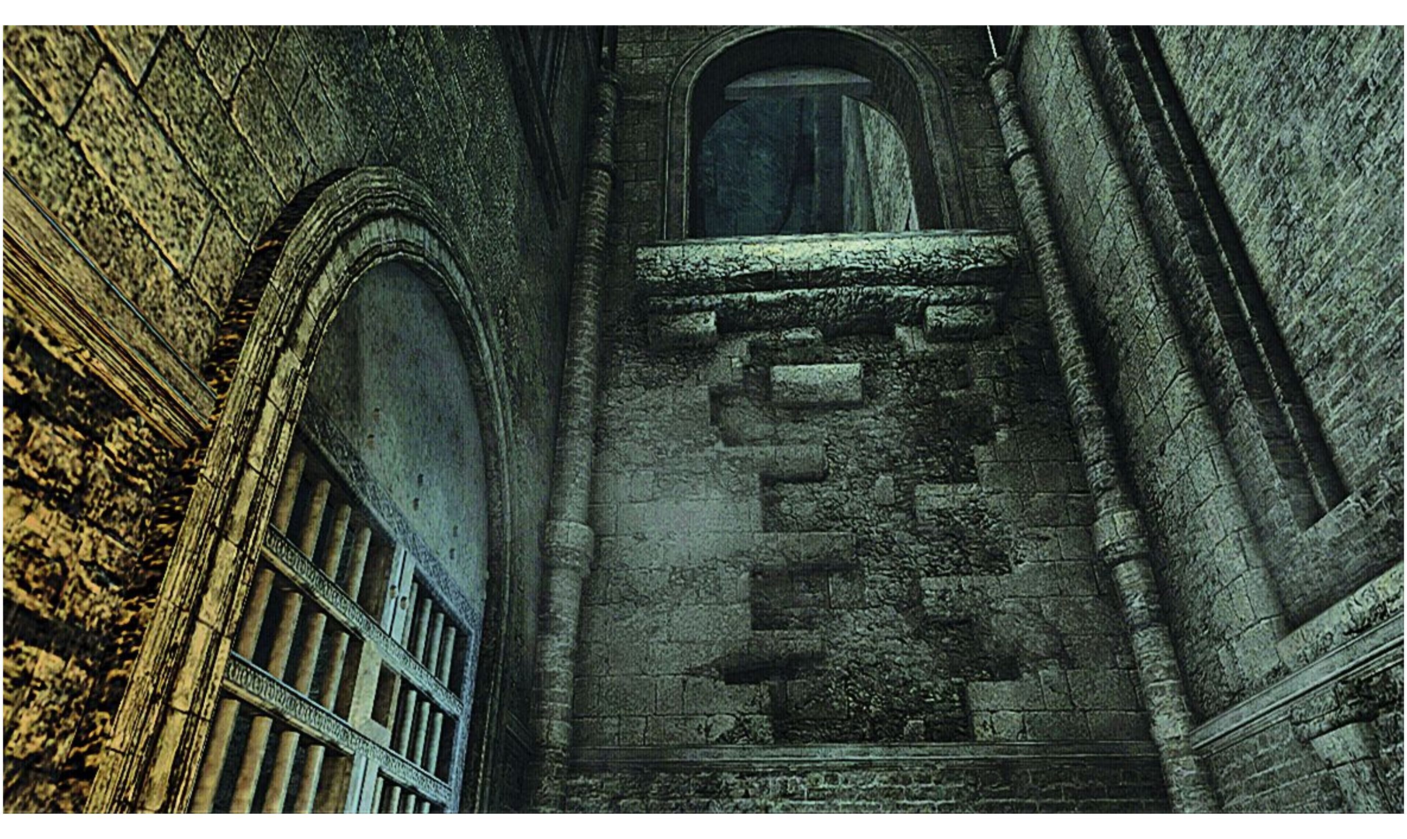


Figure C

C: Continue forward and climb down the ladder; you can use the High Profile Button to speed up Desmond's movement (both up and down), and the Empty Hand Button to release his grasp and drop when you near the bottom.

Follow the path forward until you reach a rock wall, then jump over and climb/drop down to the lower area. Approach the glowing lever and pull it.

Whenever you need to stop and find the way forward, use the First-Person Button ((L3) / [L3]) to get an unobstructed view of your current environs. In this instance, you need to climb a crumbling wall (Fig. C) to reach a large chamber just beyond it.

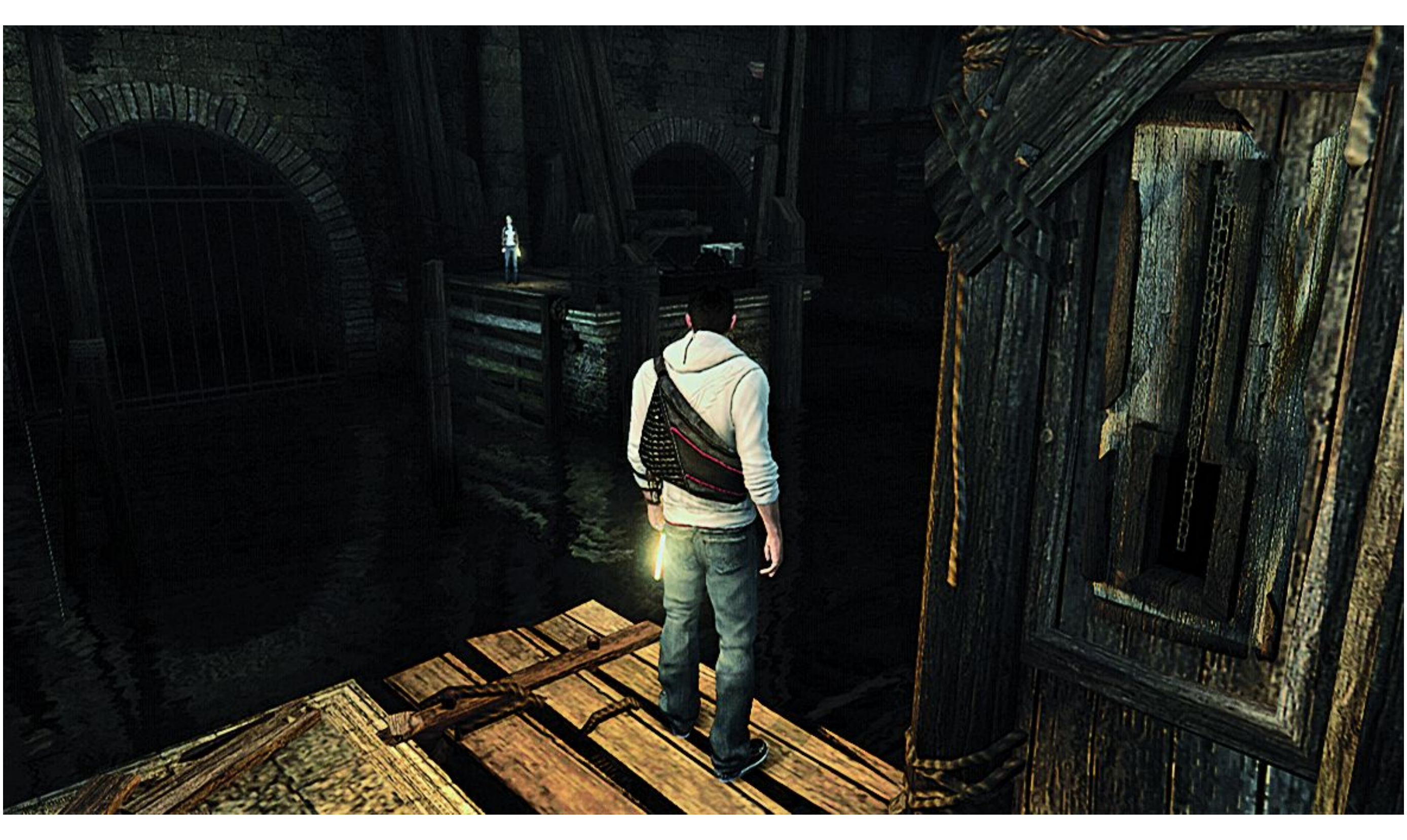


Figure D

D: Run down the stairs and, when the prompt appears, hold any button to interact with the glowing switch. Once Lucy has safely crossed the gap, jump into the water below.

Swim across to the board-covered surface close to her position (Fig. D) and climb up (see "Swimming" for button commands).

You can now scale the plank "ladder" to the left of Lucy, traverse over to the left, and then drop down to pull a lever, lowering a platform for Desmond's companion to run over.

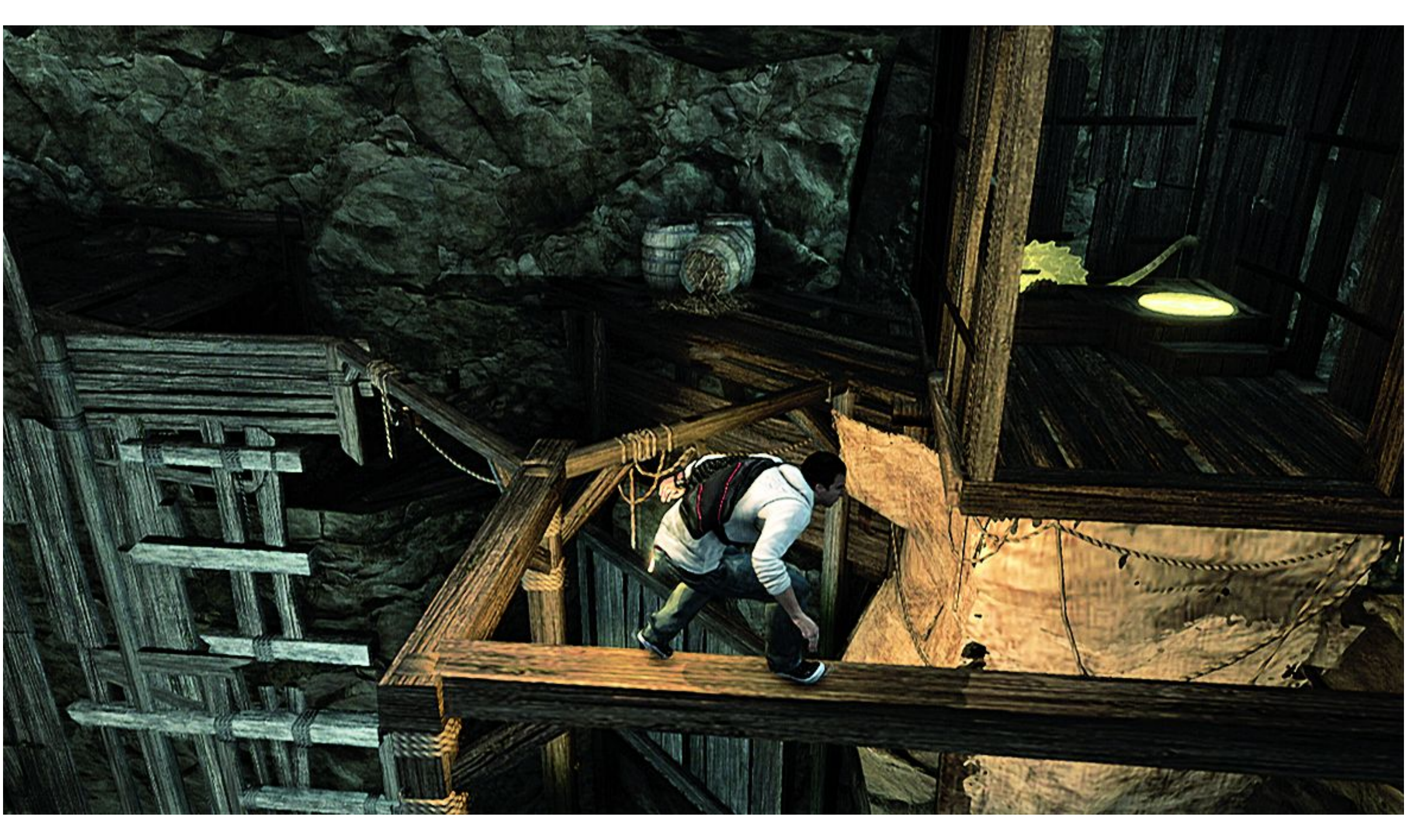


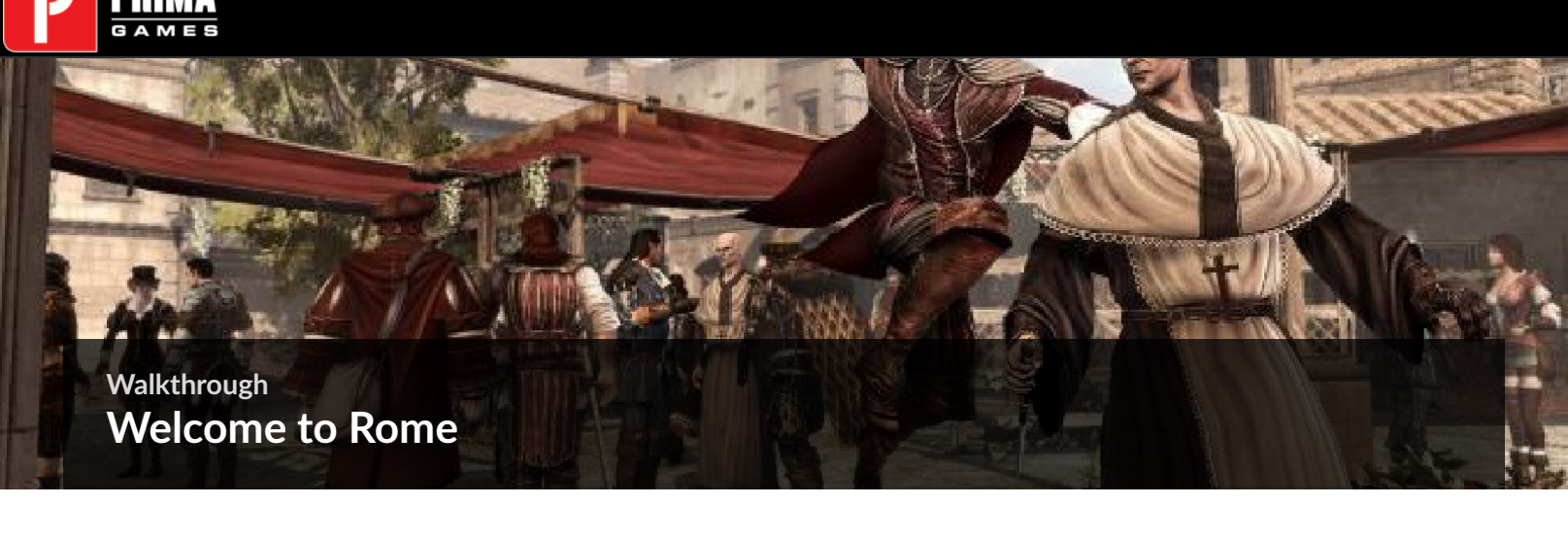
Figure E

E: After Desmond and Lucy perform their special "co-op" maneuver, the path forward is easy to follow until you reach a cavern with water cascading from an opening in the rock face to your right.

Climb up to the upper level, and move to the cavern wall on that side via the wooden beams to reach a lever in a cage (Fig. E). Now head to the steps leading upwards to reach the top of the cavern.

After another co-op jump, climb down the ladder to the right of Lucy. From here, follow the only available climbing route (via the wooden beams on the wall) to reach a final lever.

After you pull this, Lucy rejoins Ezio – and, one last co-op leap later, both Assassins can enter the long-sealed Sanctuary.



Walkthrough

Welcome to Rome

Welcome to Rome

Assassin's Creed Brotherhood unleashes an almost overwhelming range of sights, abilities and experiences to digest once Ezio arrives in Rome. We'll introduce notable concepts and game features that have a role to play from the moment you first set eyes on this glorious city.

City Inhabitants

Guards

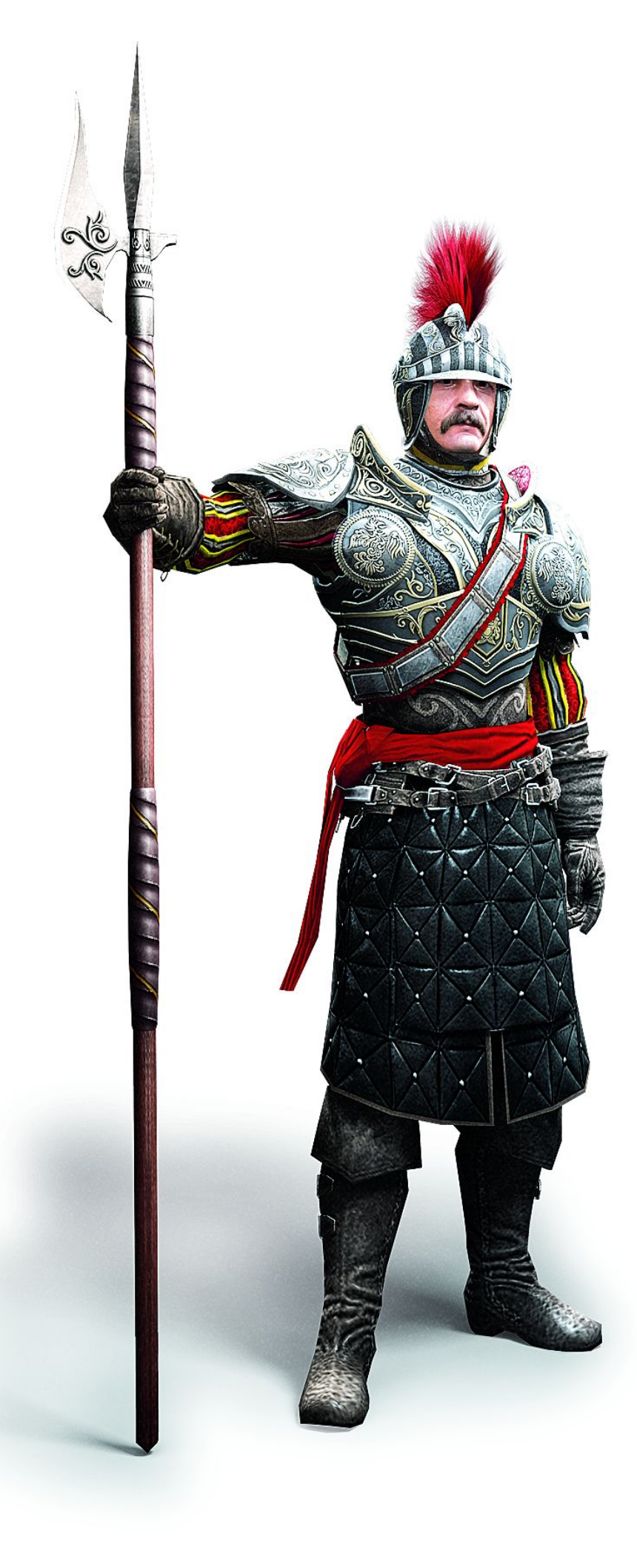
During the next two Sequences, Ezio will most commonly encounter three generic forms of assailant: Crossbowmen, who usually operate as rooftop sentries, low-grade Militia, and the more redoubtable Captains. An easy way to distinguish between the latter two is to look at their apparel. A simple outfit lacking head garb suggests a lowly Militia; more ostentatious armor reveals a man of higher rank (and, for that matter, combat ability).

Perhaps reflecting the malign influence of the city's corrupt Borgia regime, you will find the local soldiery intolerant at best, and often murderously quick to attack with little provocation. Even if Ezio has committed no crime, they will react to inadvertent collisions or minor infractions within their field of vision by pushing him. In these instances, it's prudent to freeze and accept a scolding and minor assault to avoid open conflict. Dead guards can be looted, yielding both florins and more importantly items.

Militia: The basic, bread-and-butter grunt, Militia opponents are vulnerable to all of Ezio's abilities – especially Counter Kills – and will soon break and flee once an anticipated beating unfolds in a manner contrary to their brutish expectations. Though much slower and less agile than Ezio, they will attempt to pursue him through streets and over rooftops if he withdraws from combat or flees at the outbreak of hostilities.

Captains: Hardier than their subordinates, Captains may resist Counter Kill and Disarm attempts. They are also capable of foiling Ezio's attempts to initiate a combo assault. Use the Kick move in these instances to break their guard. Hidden Blade Counters and projectiles are a highly efficient way to dispatch them with relative ease. You can also use their Militia subordinates to set up deadly Execution Streaks.

Crossbowmen: Quick to attack Ezio if he trespasses on rooftops, these soldiers use ranged weapons to fire from a distance during open combat – so it's important to get in close or reciprocate in kind. Generally very weak, they can be disabled with short combo attacks, felled with a single projectile, or thrown to their doom on the streets below with the Grab move or a judicious blow.



Horsemen: You may encounter soldiers on horseback while free roaming. If one should enter a battle, note that the Pistol or Throwing Knives can be used to dispatch them with ease.

Citizens

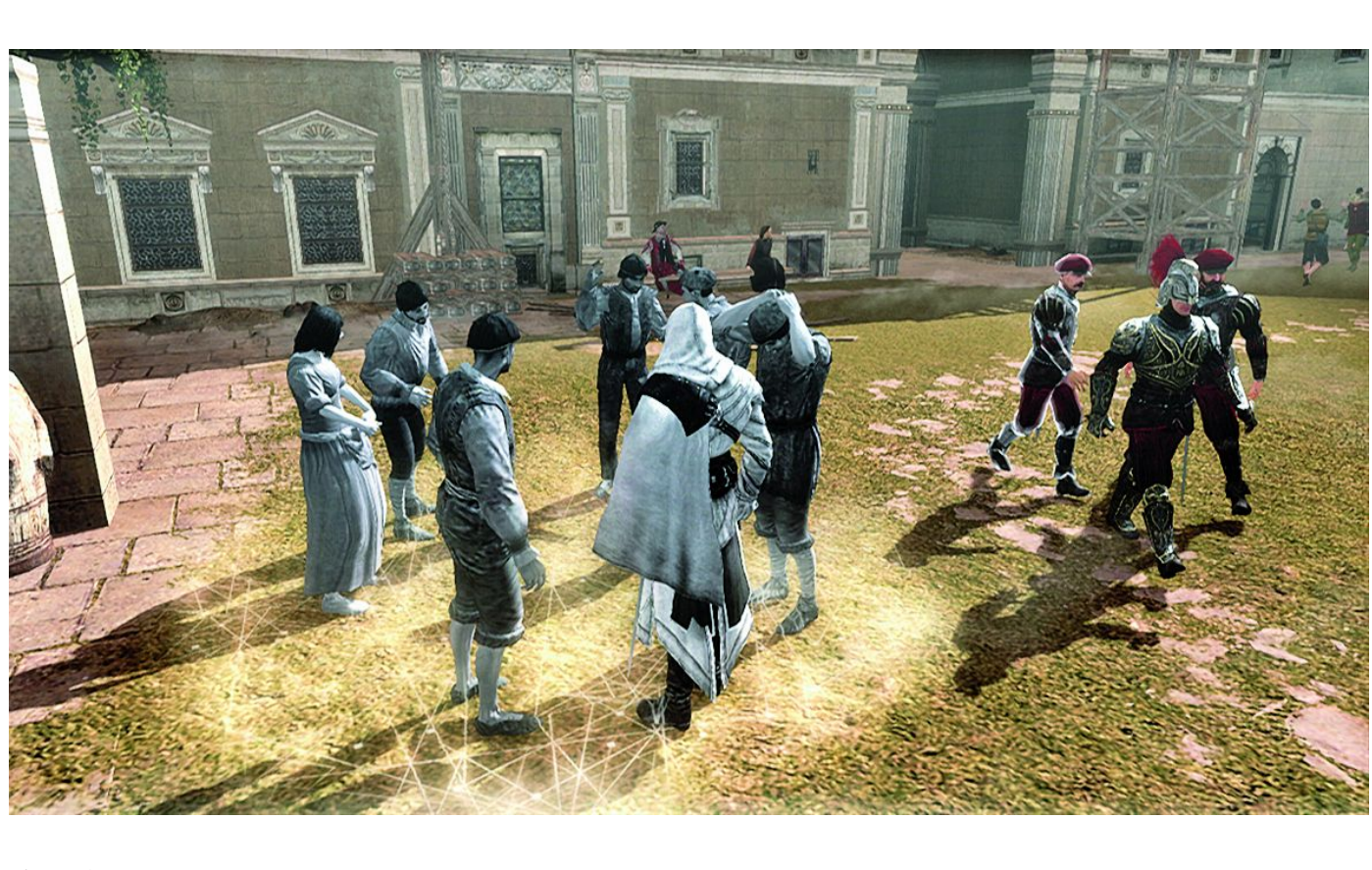


Figure 01

- Ezio can "Blend" with groups of civilians by walking or standing among them. There is a distinct sound cue and visual effect when this takes place (Fig. 1). When not in combat, Blending renders Ezio invisible to his enemies and Harassers.
- From a pure gameplay perspective, the presence of citizens adds moving bodies that Ezio must weave between as he runs through the city streets. Collisions at Ezio's basic running pace will cause him to stagger; at a full sprint, he will be bowled from his feet. While walking, hold the Empty Hand Button to gently push through large crowds. Hold the Legs Button to pickpocket – an easy way to obtain florins in the early game.
- Indiscriminate killing of civilians will cause Desynchronization, sending Ezio back to a previous checkpoint (or, outside memories, a safe location in Rome). A little "collateral damage" is tolerated; systematic brutality is not.

Harassers

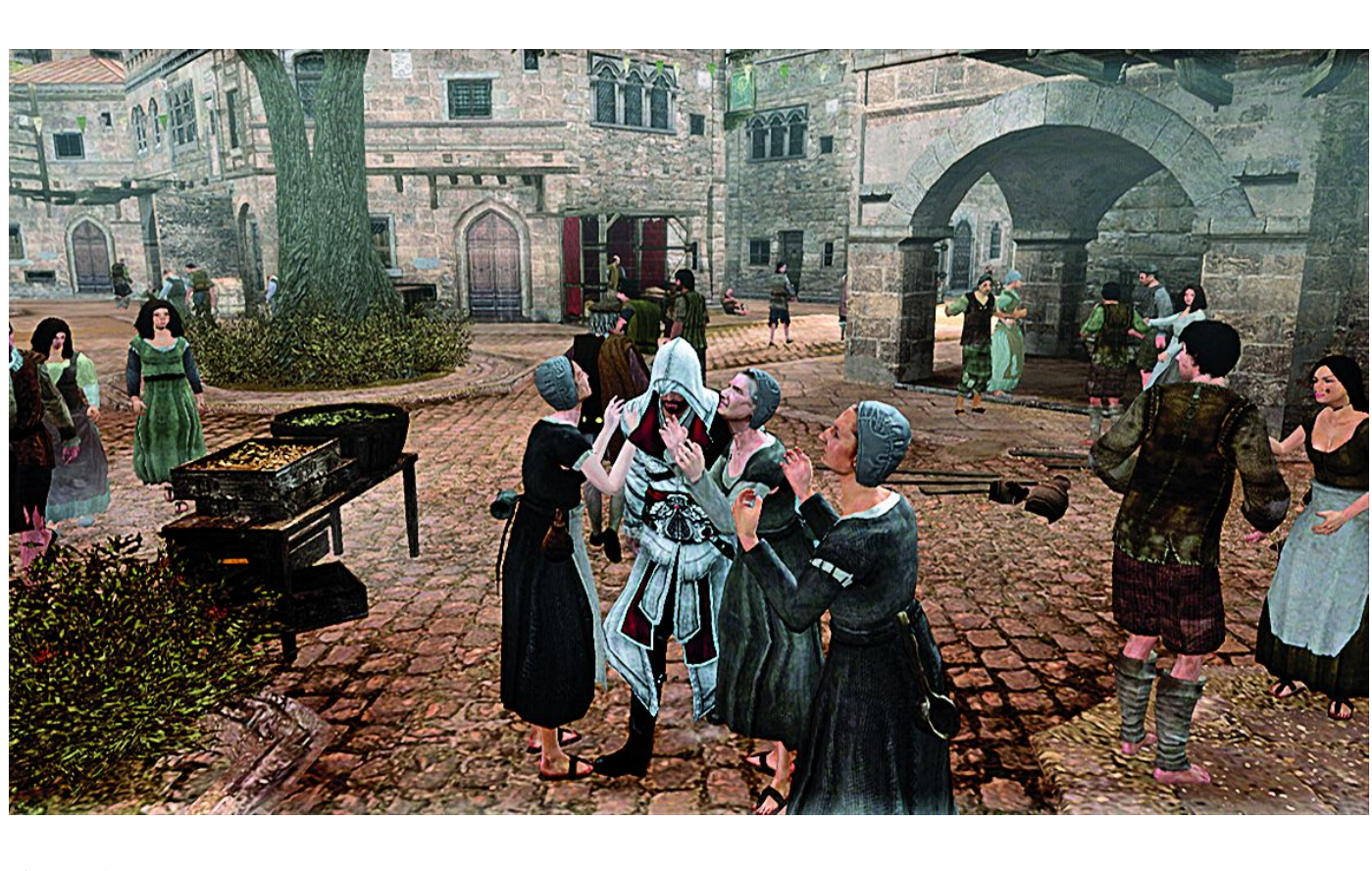


Figure 02

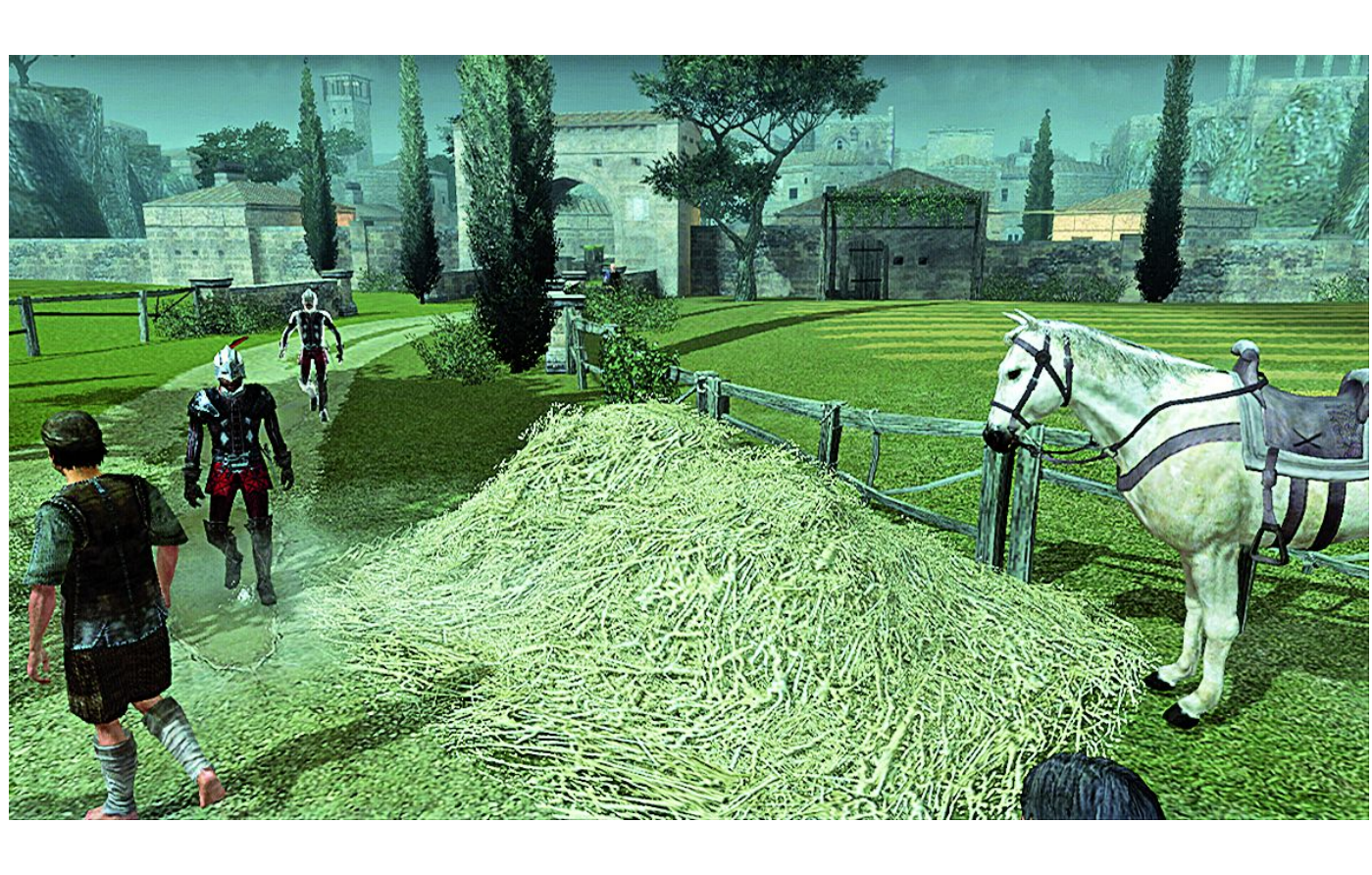
Harassers are individuals who don't attack Ezio directly, but will impede his movement and draw attention to him. These infernal nuisances come in two forms: the overbearing troubadours first encountered in Assassin's Creed II, and groups of three females who will run to accost Ezio in a similar manner (Fig. 2).

- Be very wary of Harassers whenever Ezio is stealthily following an individual or group as an objective, or when he must avoid the local soldiery. They create a spectacle that will draw eyes towards him, which is something to be avoided.
- Both types of Harassers can be silenced by bumping into them; a crude but effective rebuke that will cause them to flee. They can also be temporarily distracted with the Throw Money ability (see "Equipment"). Do not kill them: annoying as they may be, they are still classed as innocent civilians.
- Harassers can be outpaced at a full sprint if there is no need for discretion. They have distinct "zones" where they operate, and will not move beyond these invisible boundaries.
- Though not (strictly speaking) Harassers, "box carriers" act as a surprisingly subtle hazard. Colliding with these individuals will cause them to drop their burden, which will smash, causing all within range to turn and gawp – with potentially awkward consequences.

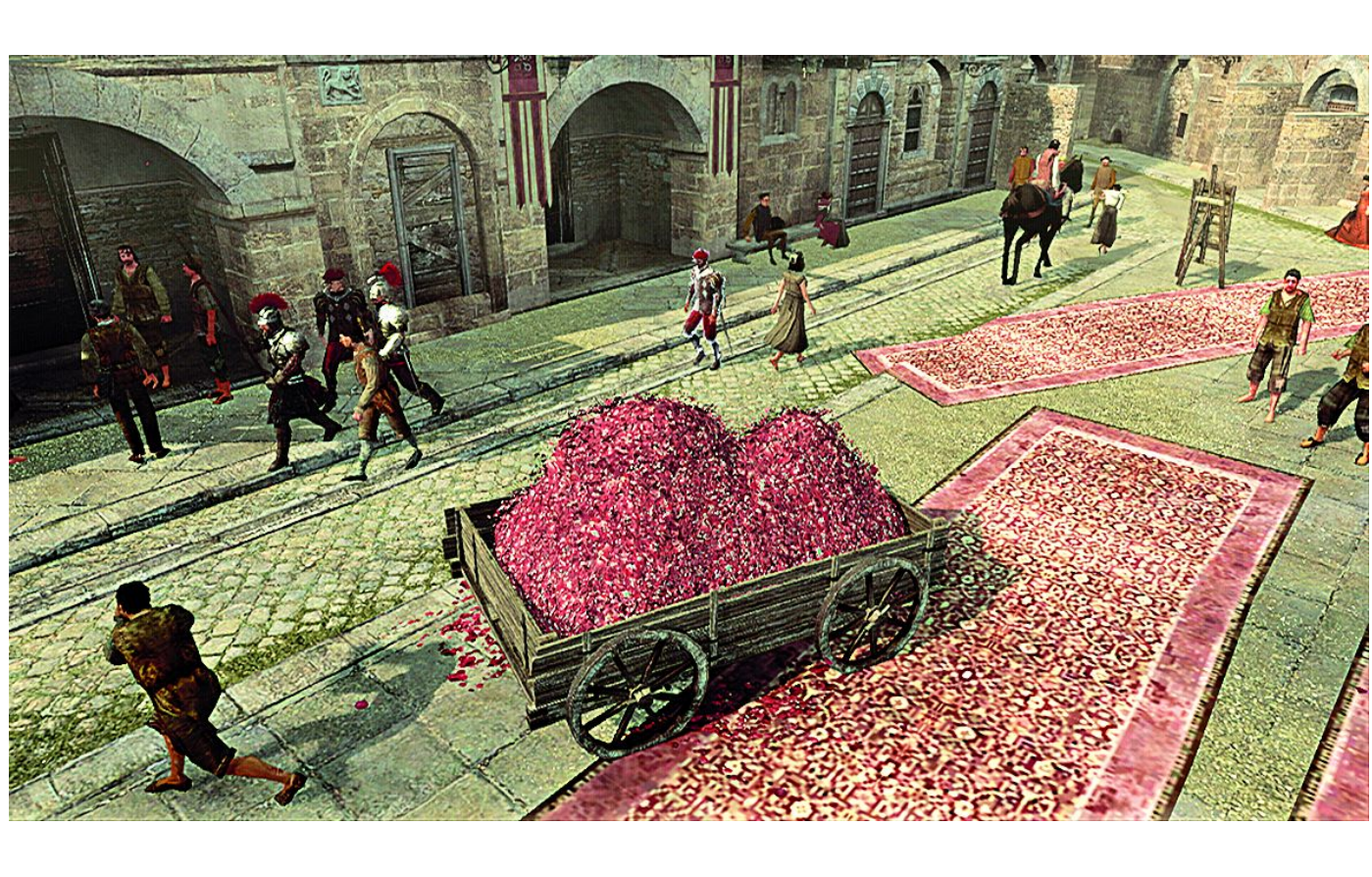
Game Features

Hiding Places

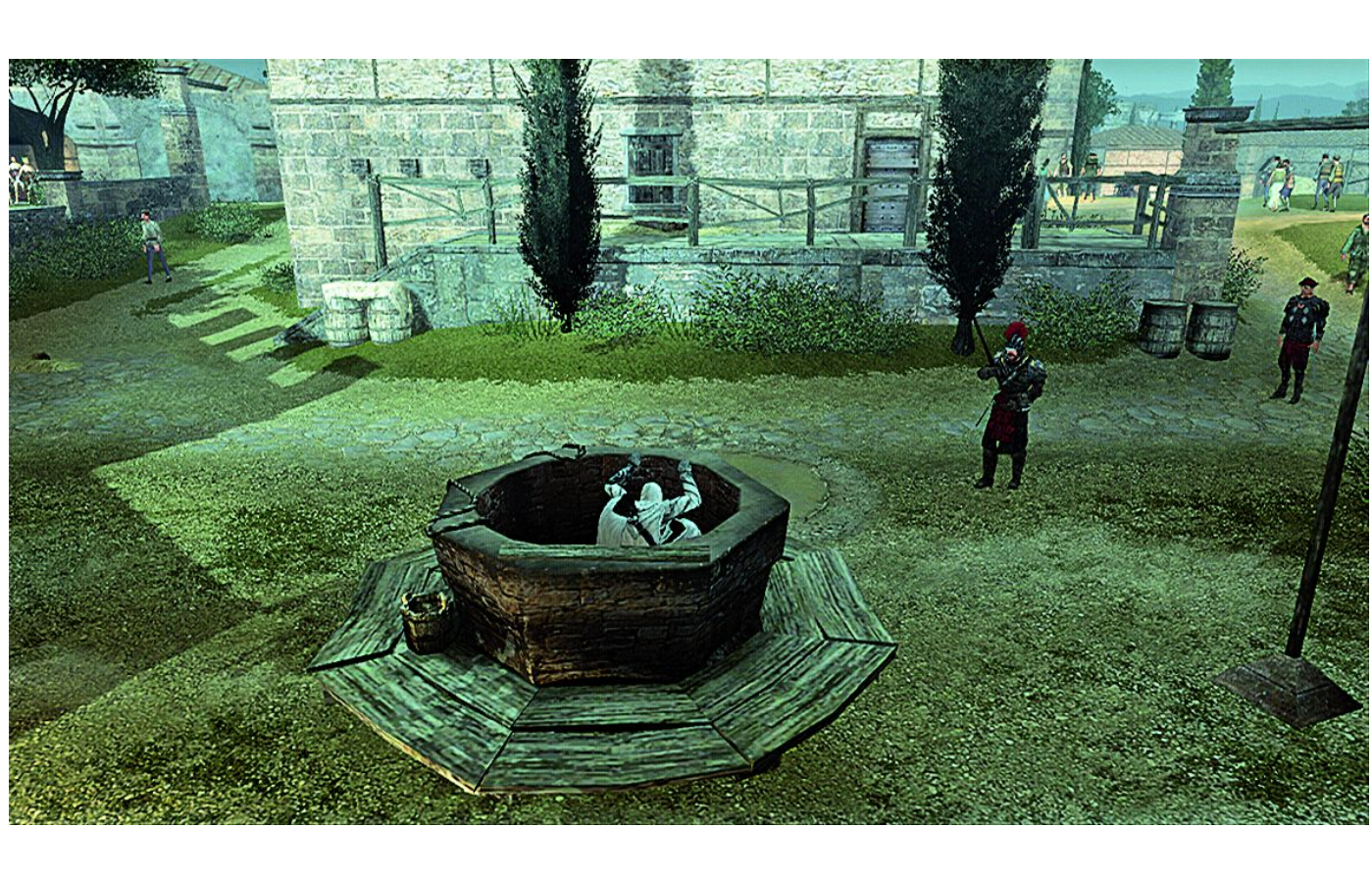
Though Ezio may be a warrior beyond compare, escape to a place of concealment is often necessary when faced with overwhelming odds, or should the preset conditions of a memory require it. Diving into one of these hiding spots (marked by blue dots on the Mini-Map during open conflict) after breaking a clear line of sight between Ezio and his pursuers will enable you to end a combat encounter.



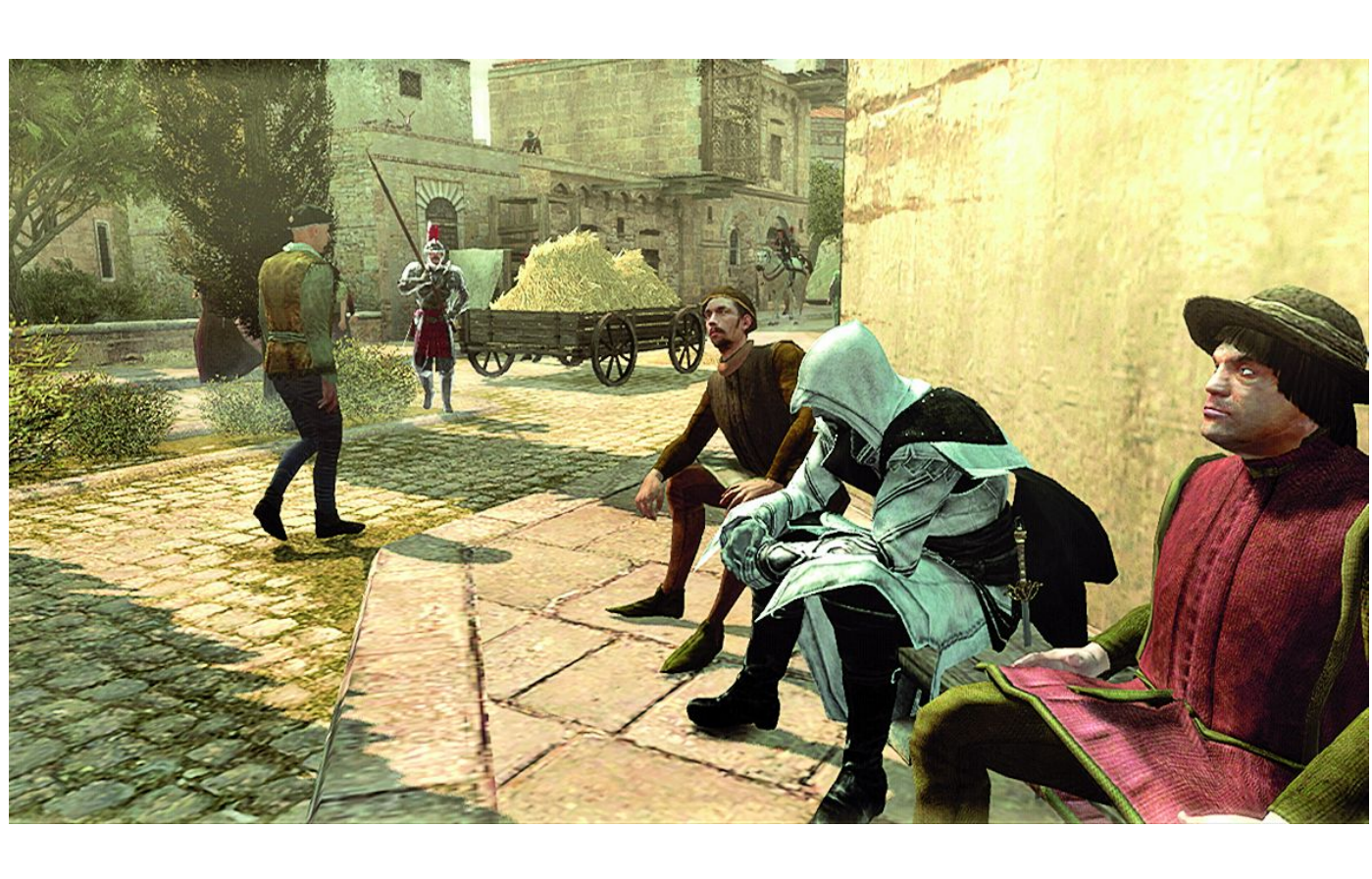
Piles of leaves or hay



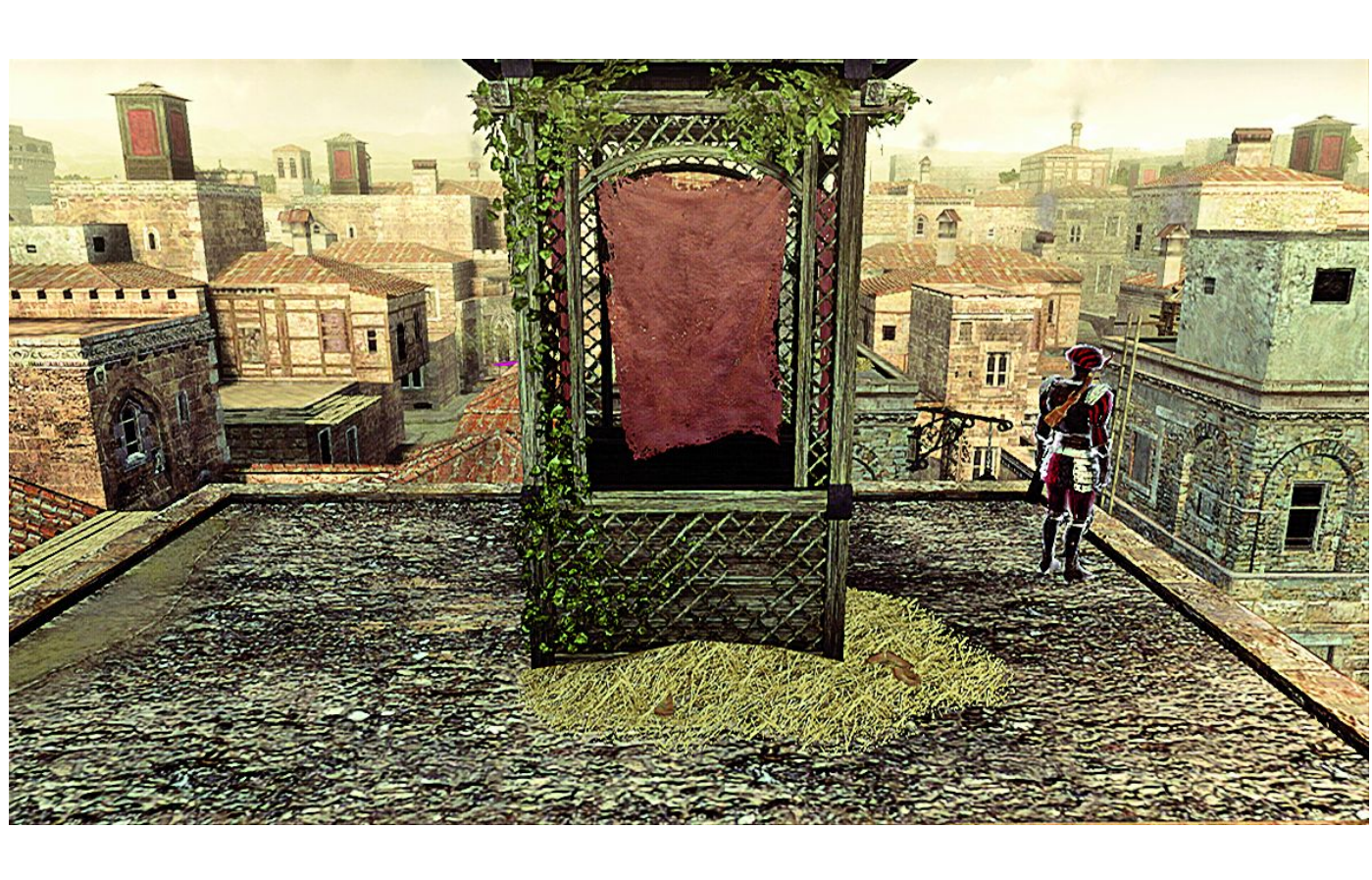
Filled carts



Wells



Benches



Rooftop shelters

Viewpoints & Borgia Towers

For those who are experiencing the Assassin's Creed series for the first time, Viewpoints (Fig. 3) are lofty perches where Ezio can "Synchronize" with his environment – and, in the process of doing so, reveal a portion of the game world on the main map and Mini-Map.

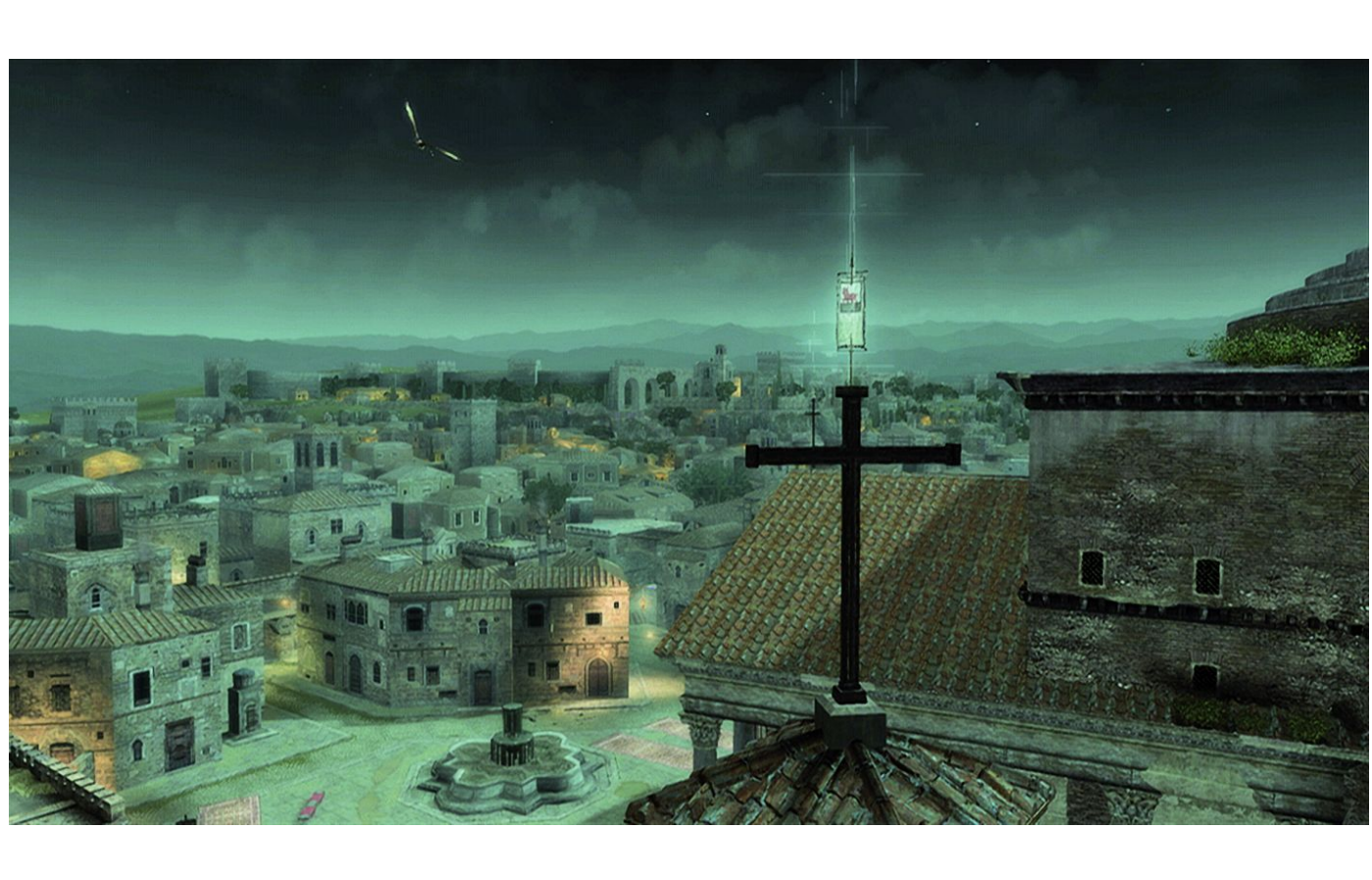
Unlike previous games in the series, where we would advise that players set out to unlock all available Viewpoints from an early stage, Assassin's Creed Brotherhood complicates matters by placing 12 of the 24 perches on top of Borgia Towers (Fig. 4). These lie within the red boundaries of heavily militarised "Restricted Areas", where Ezio's presence will meet with near-immediate aggression. For now, it's enough to say that you should avoid these until later in the story. We will offer additional prompts on the optimum time to tackle them throughout the Walkthrough chapter.

Figure 03

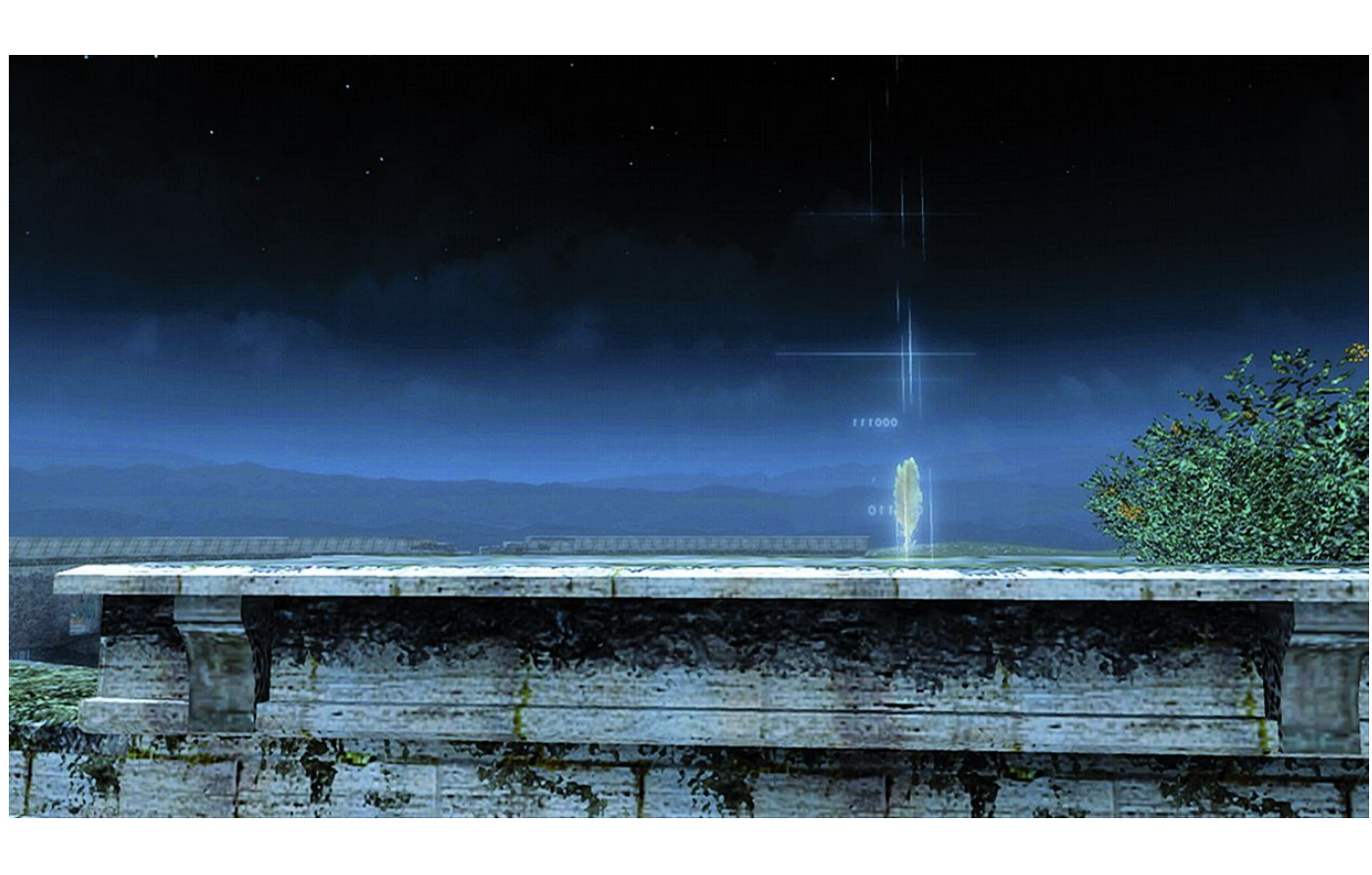
Figure 04

Collectibles

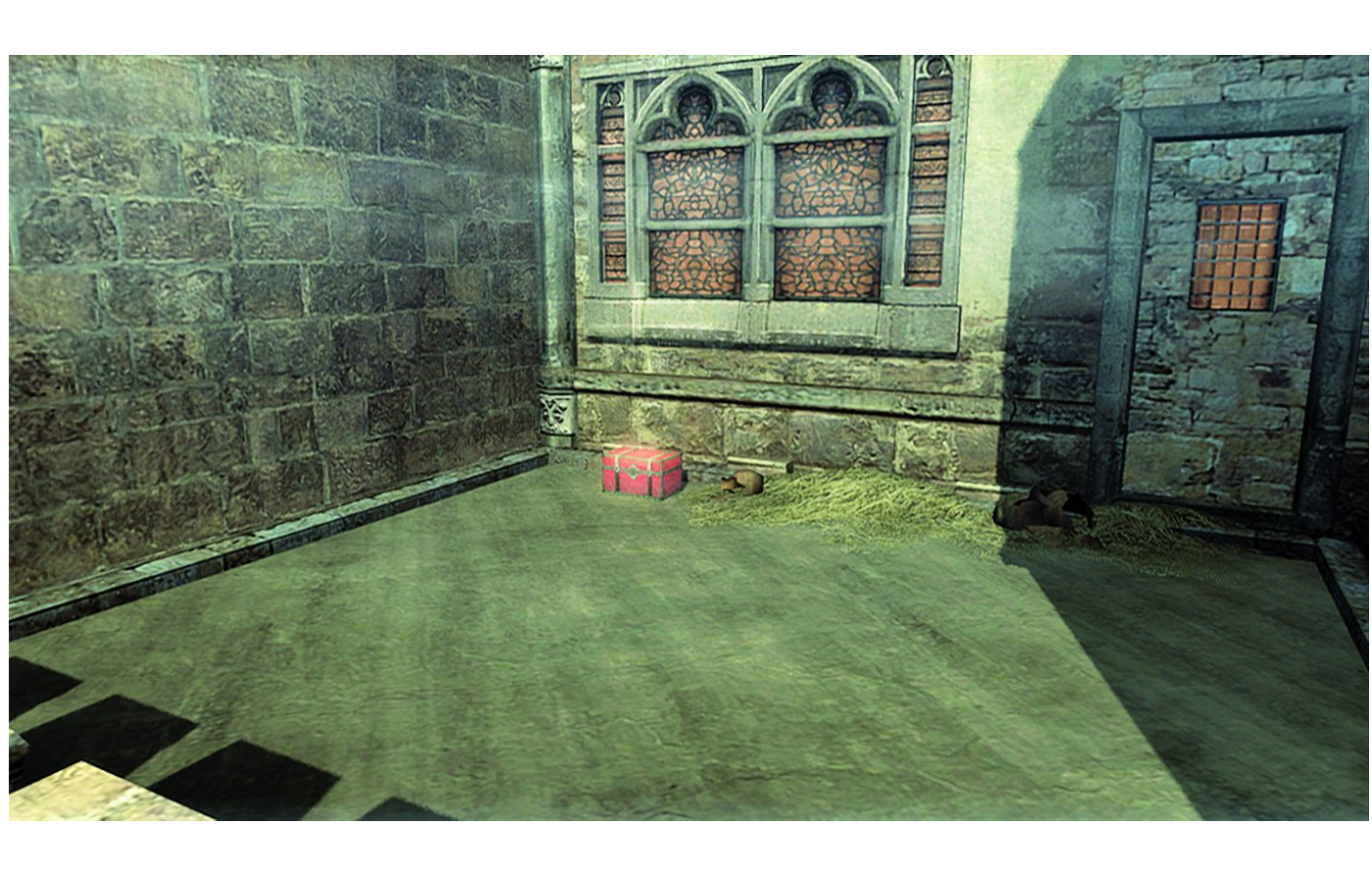
Assassin's Creed Brotherhood has three distinct types of collectible located throughout its game world. Finding these increases Desmond's "Total Synch" rating with his ancestor, and can also unlock assorted rewards (in addition to related Achievements and Trophies). We cover these in a dedicated section of our Side Quests chapter. For now, though, we'll simply introduce the different varieties.



Borgia Flags: There are 101 of these in total, distributed throughout Rome, and in six other self-contained environments visited during main story
or optional memories.



Feathers: Returning from Assassin's Creed II, there are only 10 of these to locate.



Treasure Chests: These contain variable sums of florins and Trade Items. Only the 144 located in Rome count towards the Total Synch rating.

Trade ITEMS

Usually found as the contents of Treasure Chests, Trade Items can be sold to Shop owners to raise florins. However, certain items of this kind are also used to complete Shop Quests, commissions offered by vendors on Tiber Island that can provide extremely valuable rewards. We would suggest that you refrain from cashing in on these during Sequences 02 and 03. Though it can be a good source of income, selling the wrong Trade Items now could make it impossible to complete a Shop Quest at a later date.

Full Synchronization & Memory Replay

Ezio's arrival in Rome coincides with the introduction of Full Synchronization conditions. These optional objectives are specified for most (but not all) main story memories and secondary memories once they begin, and can be checked by visiting the pause menu while they are underway. Completing a memory and its secondary objective leads to 100% Synchronization, contributing the maximum total to the Total Synch level at the DNA Menu. Fail a Full Synchronization objective, though, and the mission only counts as 50% complete.

There are two main reasons to strive for Full Synchronization in memories where these objectives appear:

- Achieving Full Synch for an entire Sequence will unlock a unique cheat, with eight to acquire in total. Cheats in Assassin's Creed Brotherhood disable game progress and Achievement and Trophy unlocks, but can be hugely fun to play around with.
- There are special secondary memories that are unlocked at specific Total Synch thresholds. The last of these becomes available at 75% completion.

Certain Full Synch conditions appear regularly, and so warrant a little explanation to clarify obvious questions.

- With timer-based objectives (complete a memory within "X" minutes), the clock is always stopped during cutscenes, and while you access the Animus Desktop pause menu or Map screen.
- When Ezio is challenged to complete a memory without sustaining a set damage total, note that partial Health Square depletion counts towards overall loss.

Many Full Synch conditions can be completed on first attempt, while others require that you make use of the new Replay Memory function. This can be accessed via the DNA Menu. After a short load break, Ezio will be transported back in time and placed next to the Memory Start marker. Interestingly, though, he retains all weapons, armor and equipment acquired in the intervening period, which can make previously demanding tasks much, much easier.

Finally, note that the Skip Cinematic pause menu option is thoroughly useful while revisiting old memories, and that you can leave Replay Mode at any time by selecting Exit Replay.

Equipment

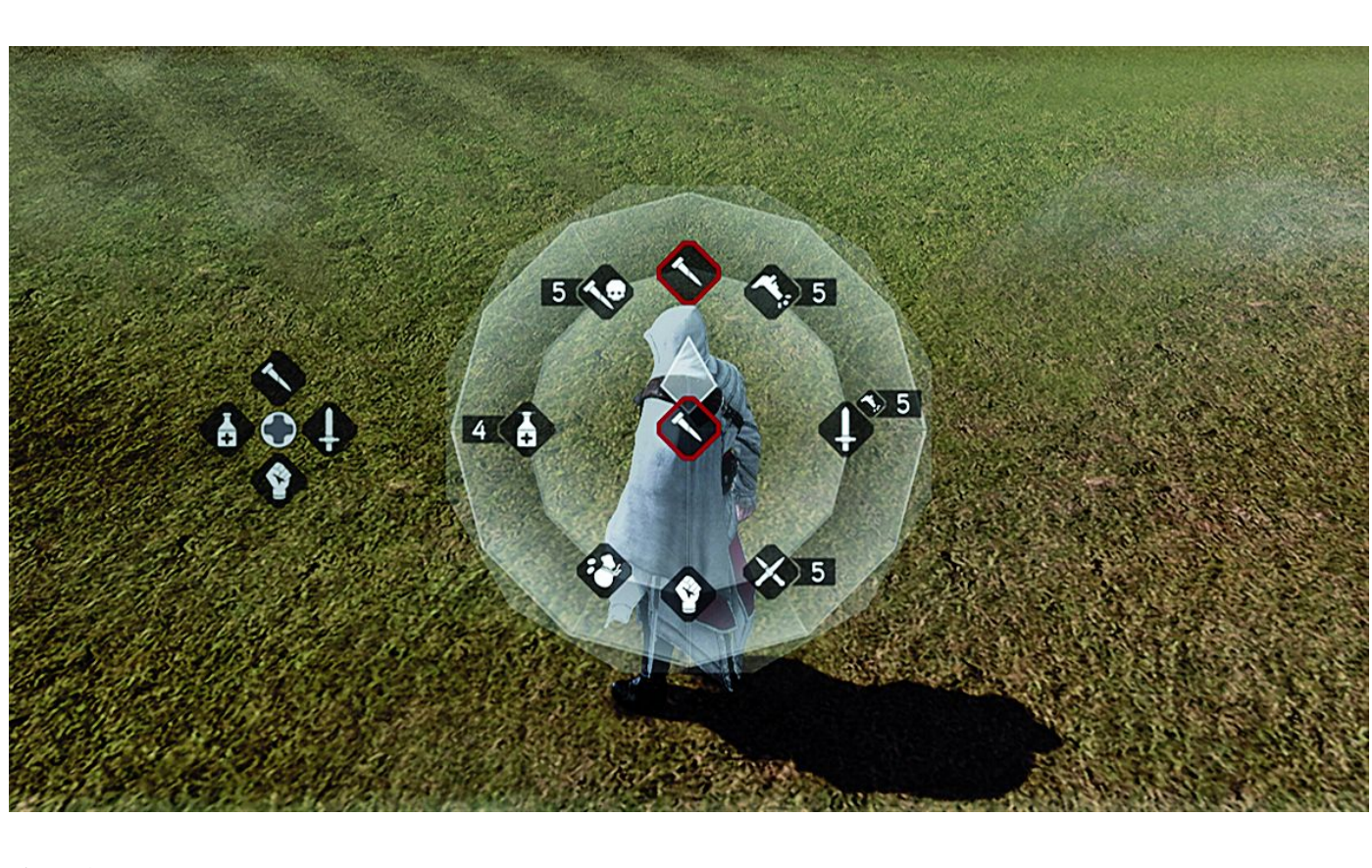


Figure 05

Though his equipment is diminished from the riches owned at the start of the opening Sequence, Ezio still has a fairly formidable arsenal of weapons and skills at his disposal on arrival in Rome. Use the radial Weapon Selection menu to access these (Fig. 5).

The Hidden Blade is used to perform Assassinations, and with practice can be Ezio's most deadly weapon in open combat.

The Pistol is used to shoot opponents from range. Select a victim (use Target Lock if not in open combat), hold the Weapon Hand Button until a continuous line appears, then release the button to fire. Note that Ezio can block and perform the Disarm move while wielding the Pistol in combat.

Ezio's basic Common Sword is powerful enough to cut most opponents
down to size for the immediate future. Ezio can also fire the Pistol while wielding a sword.

Though not particularly suited to open combat, Throwing Knives actually excel as a means to avoid it. Crossbowmen can be silenced with a single blade, making the process of travelling between destinations or infiltrating areas much easier. Hold the Weapon Hand Button to use the Flying Knives Skill and hurl multiple Throwing Knives at targets within range.

Use of Ezio's bare Fists tends to lead to slower Executions (more on which shortly) and naturally reduces Ezio's range, so the main reason for weapon-free brawling is to make use of the Disarm move.

Selecting Ezio's coin pouch enables the Throw Money ability. Press the Weapon Hand Button to throw a small sum of florins on to the street, which will cause all nearby citizens to rush to that spot. This has many uses: it distracts Harassers, can slow the pursuit of chasing guards, and works as an effective distraction technique with low-rank soldiers.

Use Medicine to instantly restore depleted Health Squares. It's prudent to keep your stocks high at all times, either by purchasing potions from Doctors, or by regularly looting defeated opponents.

Strike with the Poison Blade and the victim will stagger almost blindly at first, then draw their weapon in a drunken display of wild and terrified aggression – then fall dead abruptly. Not merely a way to dispatch targets without inviting a response, it's also a novel way to create a distraction.

Executions & Execution Streaks

A major new feature in Assassin's Creed Brotherhood is the addition of Executions and Execution Streaks. These reduce the previous emphasis on a defensive, Counter Kill-oriented combat strategy, and enable Ezio to slay multiple opponents in one balletic sequence.

To perform an Execution , Ezio must successfully land a sequence of uninterrupted blows. The number of hits depends on the currently equipped weapon, but is never more than five. On the final impact, Ezio will instantly slay his opponent with an Execution finishing move.

Execution Streaks are an extension of this new (and deadly) combat ability, and enable Ezio to disable a chain of opponents with instant one-hit finishes. You can set up a Streak by defeating an adversary with an Execution, Disarm and finishing move, or a Counter Kill (Fig. 6). During the killing animation, press the Movement Stick to highlight another opponent (the closer the better – and, ideally, the opponent poised to attack Ezio next), then press the Weapon Hand Button to "stack" a subsequent assault (Fig. 7). If successful, Ezio will lash out and dispatch this second target instantly (Fig. 8). This can, theoretically, be repeated until all combatants lie beaten on the ground.

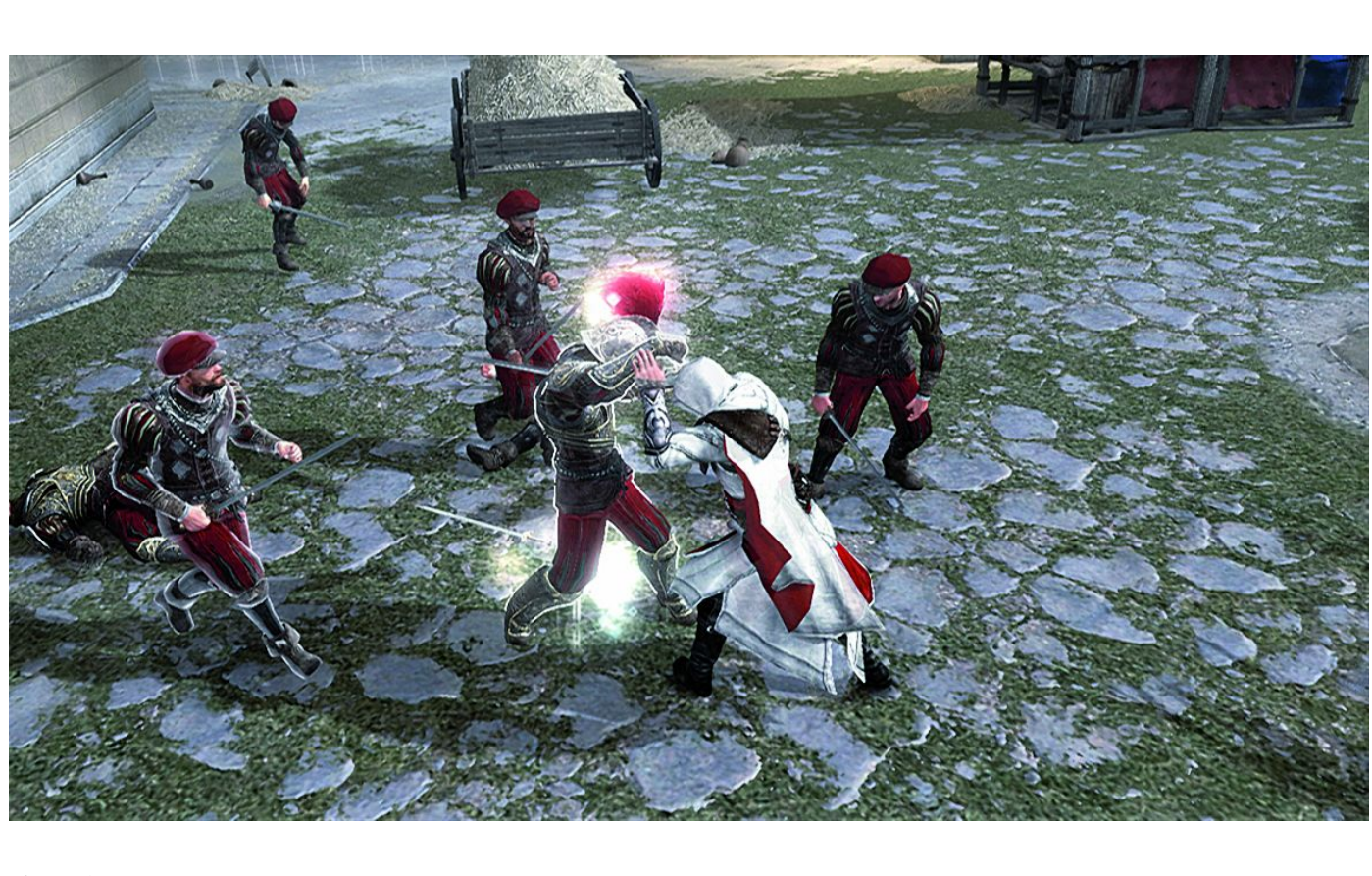


Figure 06

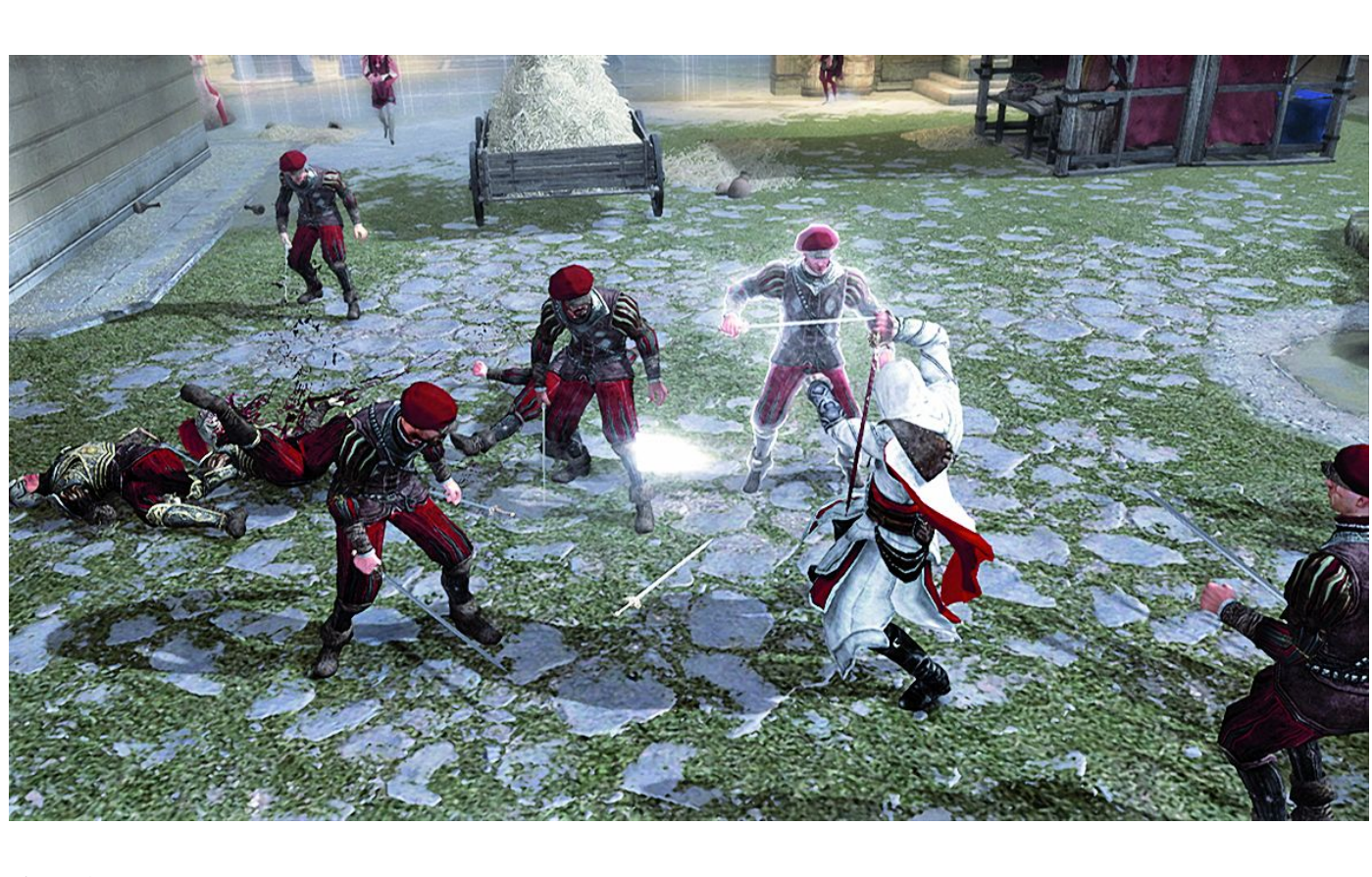


Figure 07

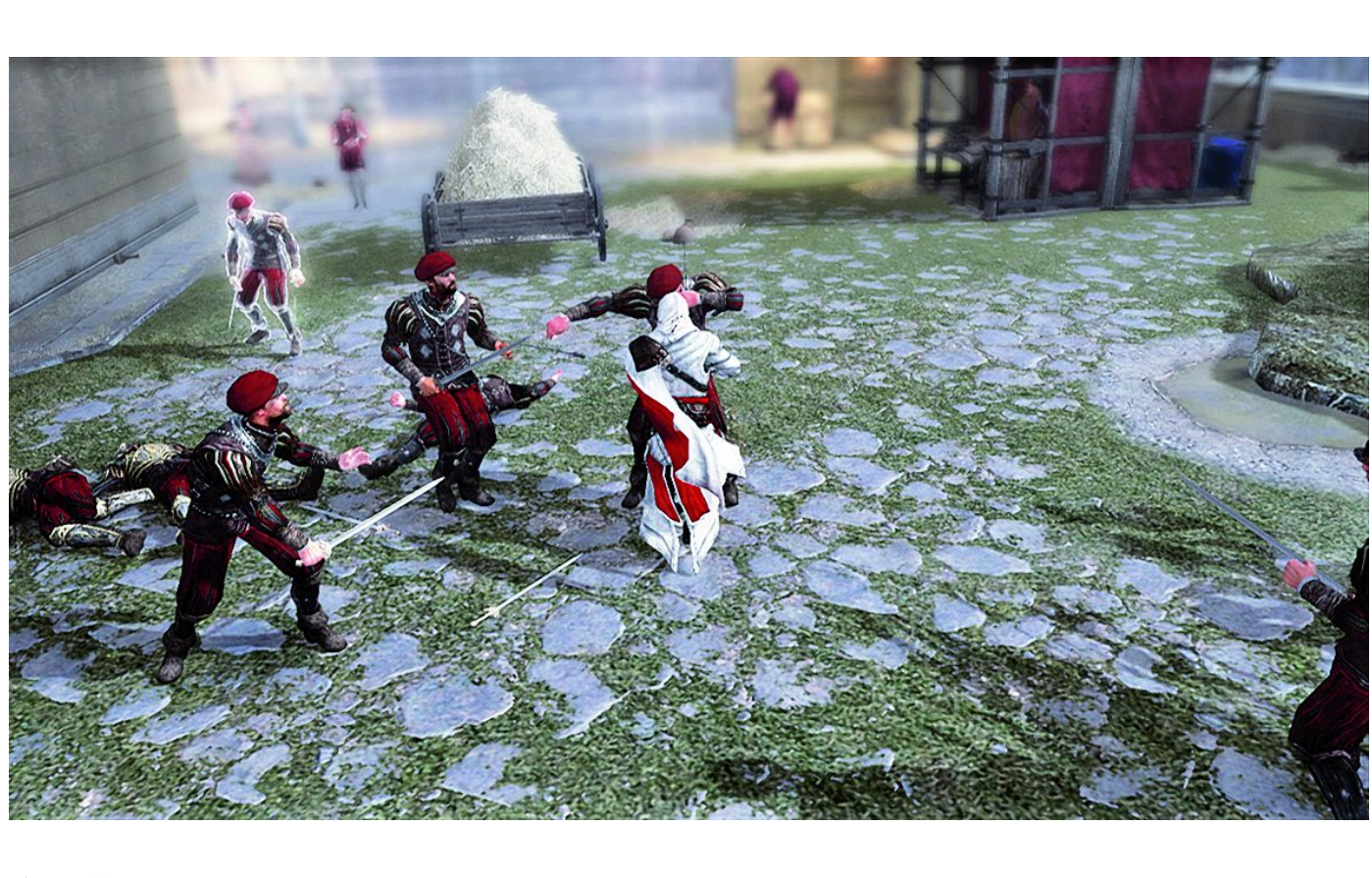
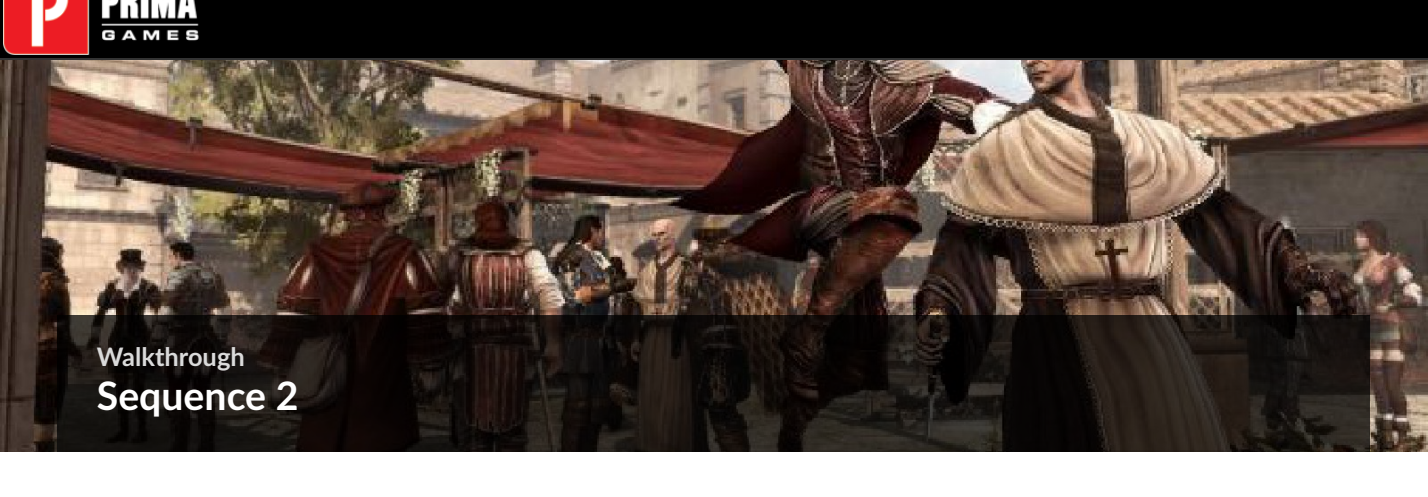


Figure 08



Walkthrough

Sequence 2

Memory 01

AS GOOD AS NEW:

Still suffering the effects of wounds sustained in Monteriggioni, Ezio cannot run or climb until he consults with the Doctor at the waypoint marker. Far from being the powerhouse we encountered at the start of Assassin's Creed Brotherhood, Ezio now only has five Health Squares, no funds, and a reduced selection of equipment.

Use the Medicine when prompted to do so, then make tracks for the waypoint at Trinita dei Monti (Fig. 1). The tower at the top of this church contains the first unlockable Viewpoint in Rome, recognizable as a distinct "perch" with an eagle soaring nearby. Move onto this, press the Head Button to Synchronize, then perform a Leap of Faith into the pile of hay far below.

The next part of this memory requires that Ezio discretely trail a group of guards through the streets. This is a sedate journey, with no surprises along the route, but be cautious not to draw too close and arouse suspicion. A 25-second timer will appear whenever the guards cannot be seen, but this offers plenty of time to restore eye (or, to be precise, game camera) contact.

On the final leg of the journey, Ezio must defend a civilian by dispatching the guards sent to attack him. To complete the Full Synchronization objective, equip Ezio's sword and use careful Counter Kills to safely defeat each opponent.

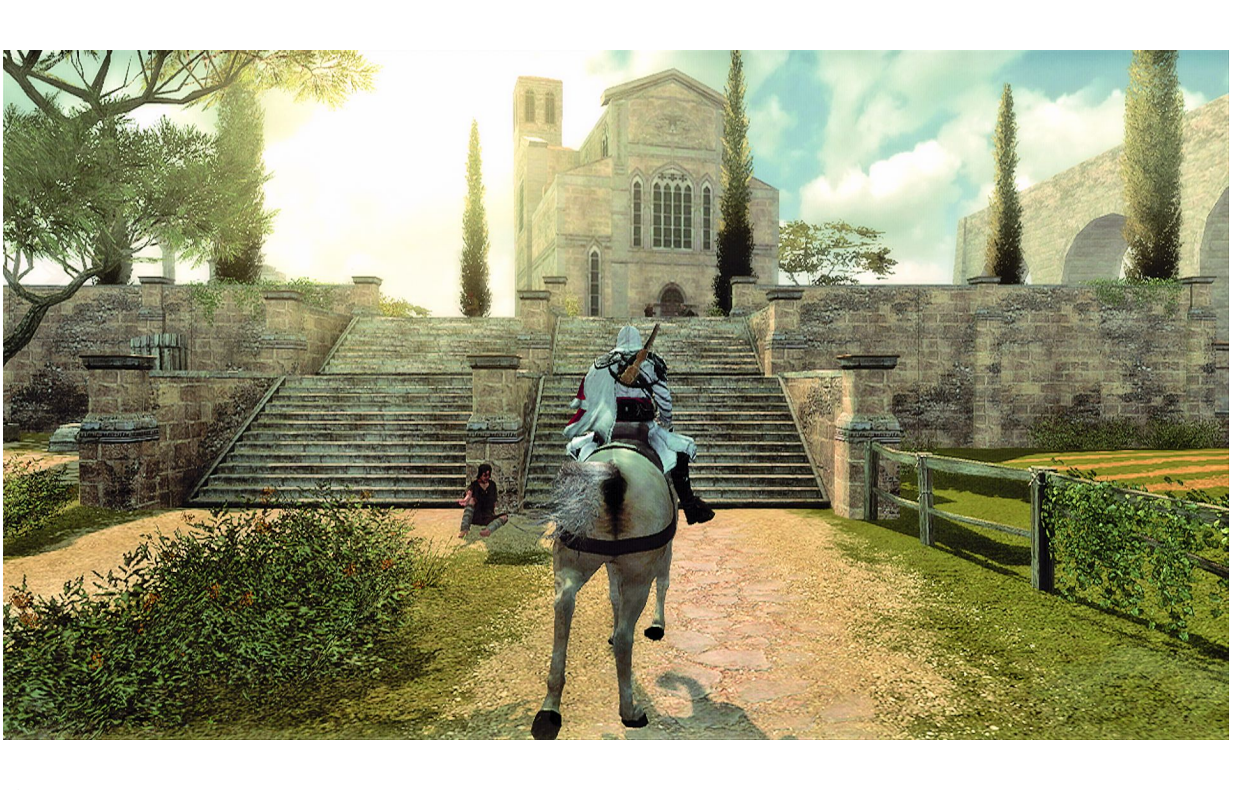


Figure 01

Memory 02

WELL EXECUTED:

Rather than backtracking to Piazza di Spagna and the Spanish Steps to reach Il Carnefice, head east from the gallows to reach a Lift. Use this to get to the roof above, and you then have a simple climb to the top of the cliffs.

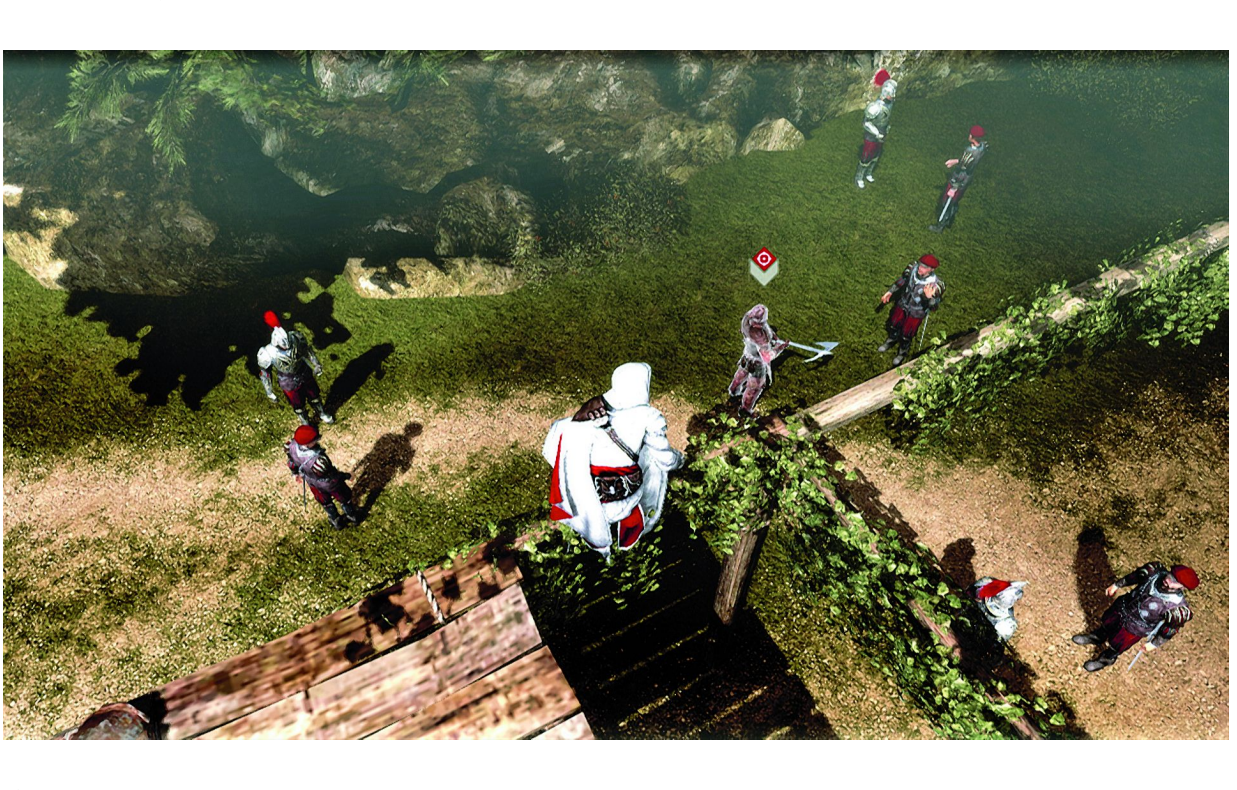


Figure 02

Climb onto the house as you approach the waypoint marker, then move out onto the decorative beams above Il Carnefice (Fig. 2). Don't worry: the soldiers below will not see Ezio. Ensure that your quarry is highlighted (use the Target Lock Button if you like), then tap the Weapon Hand Button to perform an Air Assassination. After the postmortem interlude, either flee the scene or disable all aggressors to bring the memory to a close.

DETECTION METERS

Detection Meters are animated down-facing arrows that appear above the heads of guards or potential hostiles whenever Ezio's presence is arousing their suspicion or ire. Possible reasons for this include:

- Trespassing in a Restricted Area, marked in red on the Mini-Map.
- Special conditions that determine that certain individuals are set at a high state of anxiety or alertness, such as a target tailed by Ezio.
- Ezio reaching full Notoriety – though this subsystem is inactive until Sequence 03.

The Detection Meter has two distinct stages (Fig. 3).

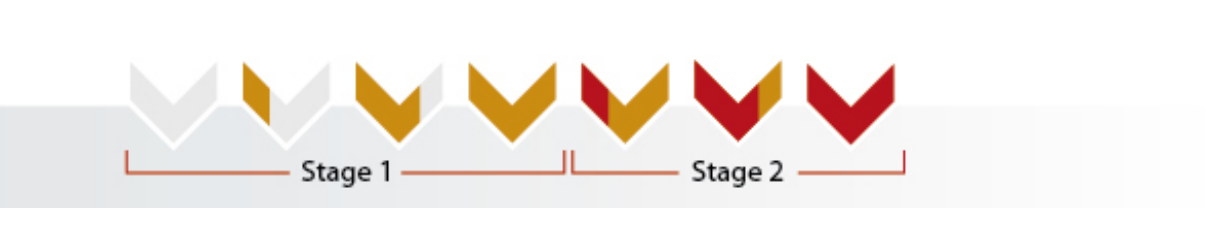


Figure 03

Stage 1: During the first phase, Detection Meters will gradually fill with a yellow hue while Ezio remains in range. Moving closer or performing High Profile actions will cause the gauge to fill at an increased rate. Retreating to a safe distance, Blending with a group of civilians or breaking the direct line of sight between Ezio and the individual(s) in question will clear the gauge.

Stage 2: Once the gauge is completely yellow, the second stage begins. As it fills with a red hue, guards and other hostiles will actively pay attention to Ezio, and will often approach him to investigate – thus accelerating the fill rate. You can still escape by Blending, though the most surefire way to evade this heightened scrutiny is to break the line of sight and put at least one additional corner between you and the investigating party or group.

When a Detection Meter is completely red, Ezio is identified, which will cause guards and other enemies to attack. In certain memories, especially those where Ezio must stealthily follow a target to a destination, this may cause immediate Desynchronization.

Riding Horses

Rome is an enormous city, so wandering between distant waypoints on foot is both impractical and time-consuming. Whenever long journeys are necessary, acquiring a steed – by fair means or foul – will enable you to reduce travel time to a manageable level.

- While wandering the streets of Rome, tap the Head Button to make Ezio summon his horse.
- Hold the Empty Hand Button to climb onto a horse. Note that Ezio can automatically mount a steed by leaping onto its back from a nearby surface. Press it again to dismount. Ezio can also "Hijack" a horse from a civilian or guard by pressing the same button, or Assassinate the rider with the Weapon Hand Button, though these are illegal actions.
- Hold the Legs Button to walk at the slowest possible pace. This is useful when you wish to maintain a low profile or pass through crowds.
- Hold the High Profile Button to make the horse canter. At this speed, Ezio's steed will automatically vault obstructions such as fences.
- While cantering, tap the Legs Button to make Ezio adjust his posture to prepare to leap; tap it again to make him jump from the saddle.
- While mounted, Ezio can draw his sword to hit enemies within range. With the Hidden Blade equipped he can also leap onto a nearby horse belonging to a guard with a tap of the Weapon Hand Button, assassinating the rider and commandeering their steed (Fig. 4).

Figure 04

Tips & Tricks

- Looting vanquished foes can provide Ezio with florins, ammunition and Medicine. To do so, hold the Empty Hand Button while he is positioned next to a body.
- For now, Ezio can only carry up to five doses of Medicine at any one time. This can be purchased from Doctors, or occasionally obtained by looting defeated opponents.
- If an enemy grabs Ezio, press the High Profile and Empty Hand Buttons simultaneously to wrestle free of their grasp.
- Though projectiles are always the quickest way to defeat horsemen, you may not always have ammunition to hand. To knock a guard from his steed, equip a sword, hold the High Profile Button and, just as the mounted guard nears Ezio, tap the Weapon Hand Button to send him sprawling unceremoniously to the ground.

Memory 03

NEW MAN IN TOWN:

The first part of this memory is a fairly routine stroll with Machiavelli. Follow the onscreen prompts to buy a dagger and piece of armor at the appropriate juncture, then pay all guards a cautiously wide berth until you reach the Borgia Tower.

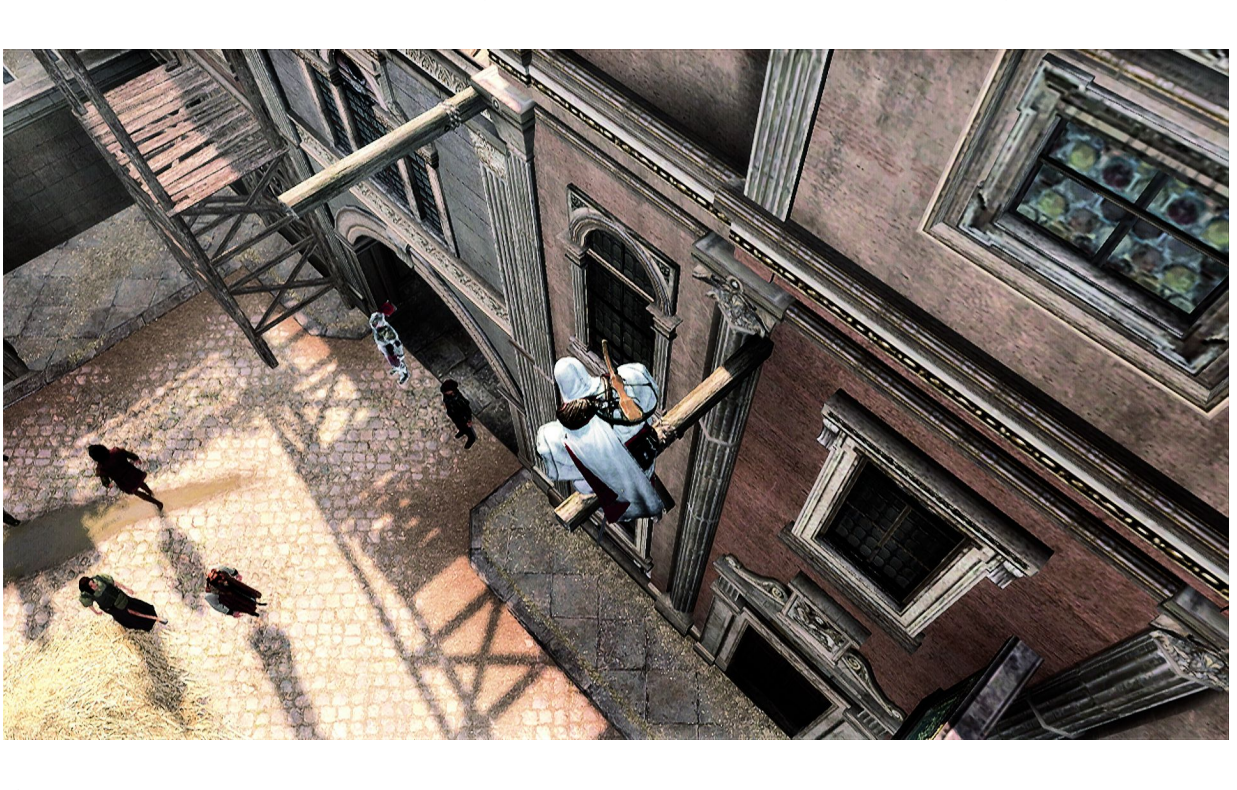


Figure 05

Unlike other Borgia Zones, both the resident Captain and his tower are lightly guarded so you can just stroll straight in. If you would like to complete the Full Synch condition for this memory, you must kill Iacopo de Grassi in a very specific fashion. Begin by dispatching his bodyguards (and any other soldiers who rush to his aid), then identify the low wooden scaffold opposite his starting position (Fig. 5). Lure the Borgia Captain over to it, then perform the Kick move. While De Grassi is briefly incapacitated, use the Grab move to take hold of him, then press the Empty Hand Button and the appropriate direction on the Movement Stick to hurl him into the scaffold, killing him instantly.

Return to Machiavelli. The final stage is to reenter the Restricted Area and climb the tower. Once you reach the top, press the Empty Hand Button when prompted to trigger the closing cutscene.

Memory 04

EASY COME, EASY GO:

This memory follows on directly from New Man in Town. Interact with the glowing sign at the waypoint marker, then choose the Upgrade option. Mount a horse, then follow Machiavelli through the streets of Rome. Remember that you can use the Legs Button to slow to a reserved trot if passing through, or close to, groups of guards or (of less import) civilians.

After the cutscene that ensues at the destination not far beyond the Pantheon, give chase to the Pickpocket. You must catch him with the Tackle move (High Profile Button + Empty Hand Button – Fig. 6) or, at very close proximity, a running shoulder barge or a basic Grab (same buttons) to end the chase. Lethal force will result in immediate Desynchronization, so Throwing Knives or bullets are not an option.

Figure 06

Primer: Borgia Towers

Conquering Borgia Towers is a major new gameplay element in Assassin's Creed Brotherhood.

- There are 12 Borgia Towers in total: two that must be cleared during main story memories (including the one torched at the conclusion of New Man in Town), and ten that can be tackled at the player's discretion. Each one is surrounded by a Restricted Area, marked in a vibrant red on the Mini-Map. Within this area, guards react with heightened suspicion, and will swiftly recognize and attack Ezio in large numbers.
- Each Borgia Tower has a unique Borgia Captain who patrols or stands watch somewhere within the Restricted Area (Fig. 7). He is always marked with a distinctive icon () which also appears on the Mini-Map. You must slay this individual to begin the process of freeing an area from Borgia control. However, this can take a great deal of planning and strategy.

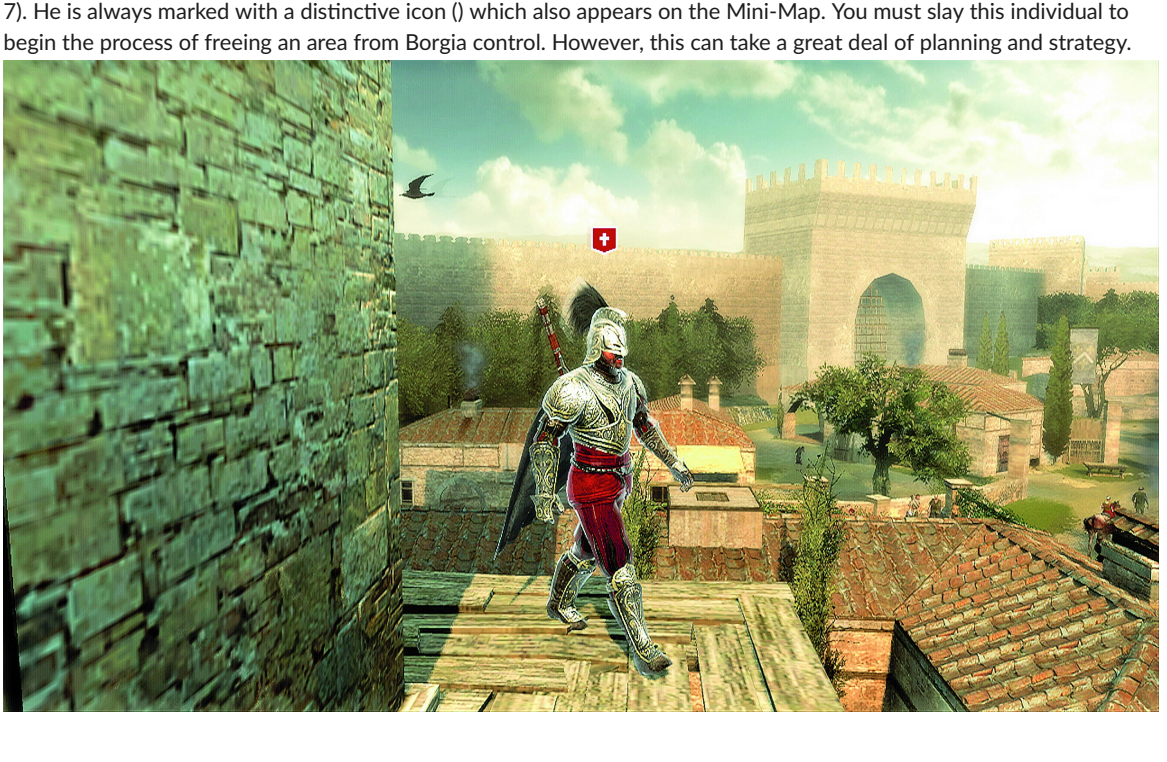


Figure 07

- While some Borgia Captains will stand and fight when confronted, or should they spot Ezio's advance, others will cravenly flee towards a predefined escape point. If they reach this before Ezio can land a killing blow, they are removed from the map until the next guard shift begins at dusk or dawn – listen for the distinctive tolling of bells that accompanies this.
- After Ezio kills a Captain, he must then climb to the top of the Borgia Tower and set it alight. This immediately clears the Restricted Area, removes the majority of soldiers from the vicinity, and also unlocks surrounding buildings for renovations (see "Renovating Rome"). As every Borgia Tower has a Viewpoint at its summit, it also reveals a new map area.
- You can view information on current Borgia influence over Rome, the status of Borgia Towers and the individual temperament of each remaining Captain by pressing the Weapon Select Button at the map screen.
- As a fringe benefit, Vigilantes appear around Rome as Borgia Towers are torched. When you fight in close proximity to these groups, they will attempt to restrain (though not directly fight) Ezio's opponents in order to assist him.

Though you can begin clearing Borgia Towers at this early stage in the story, we would suggest that you leave this task until after a specific memory in Sequence 04.

Primer: Renovating Rome

The ability to invest florins in key parts of Rome's infrastructure is a major sub-objective that runs from Sequence 02 until the very end of Assassin's Creed Brotherhood. For those who are curious, here are a few very general pointers on how this metagame works:

Figure 08

- The vast majority of business and special structures in Rome are closed at the start of Sequence 02, and remain resolutely locked until free of the baleful influence of a Borgia Tower in their region.
- In areas free of direct Borgia control, you can interact with signs or Architects (both highlighted by a distinct Animus effect) to open or restore potential Rome upgrades.
- Upgrades vary in price from three-figure sums (for most individual Shops and amenities) to tens of thousands of florins for major antiquities.
- Once stores or special buildings have been renovated, they will eventually pay towards a dividend awarded every 20 minutes of game time, excluding breaks in the menus. This total is not transferred directly to Ezio's purse, but is instead stored within Banks (Fig. 8). Ezio can visit these to withdraw his current balance, or to study screens that show his current progress in the Rome metagame.
- There is a maximum sum of florins that can be stored by Rome's financial institutions. This "Vault Capacity" can be upgraded by opening additional Banks.

Overall there is little profit to be had in spending Ezio's limited funds on renovating Rome at this stage. For now, Ezio's florins are best saved for future use.

Pickpockets

Though they will never deliberately cause Ezio physical harm, Pickpockets will attempt to collide with Ezio, divest him of hard-earned florins, then make a swift escape.

- More nuisance than danger (especially when encountered during a memory), the arrival of a Pickpocket in Ezio's vicinity is marked by the appearance of a distinct icon on the Mini-Map ( ).
- Pickpockets will only attempt to steal from Ezio if he cannot see them. If he catches one in his direct line of sight, the thief will beat a hasty retreat.
- Catching a Pickpocket with the Tackle or Grab moves will reward Ezio with 500 florins and a Trade Item, in addition to retrieving any funds stolen.

Memory 05

WHO'S GOT MAIL:

Once again, follow Machiavelli on horseback until you arrive at a position just outside the Colosseum. You can engage the belligerent guards from horseback if you wish (Fig. 9), though you may find it more convenient to leap off and engage them on a toe-to-toe basis.

When the Borgia Courier flees, give chase into the Colosseum and, as with the Pickpocket encountered earlier, employ the Tackle move to bring him to a dead stop. If you can't catch him within the first few turns, stop dead until Desynchronization ensues and try again: there's really no point in embarking on an extended chase when he can actually be captured within 30 seconds of a perfect start. At the end of this memory, Desmond receives an email.

Memory 06

CREPI IL LUPO:

The waypoint at the Terme di Traiano holds a nasty surprise: an introduction to the Followers of Romulus, a new enemy variety also known as Wolfmen. Ezio must kill 12 of these aggressors to complete the memory. You can find guidance on fighting Wolfmen next. Once they fall, head down to the entrance marked on the Mini-Map (Fig. 10) and press the Empty Hand Button to climb inside.

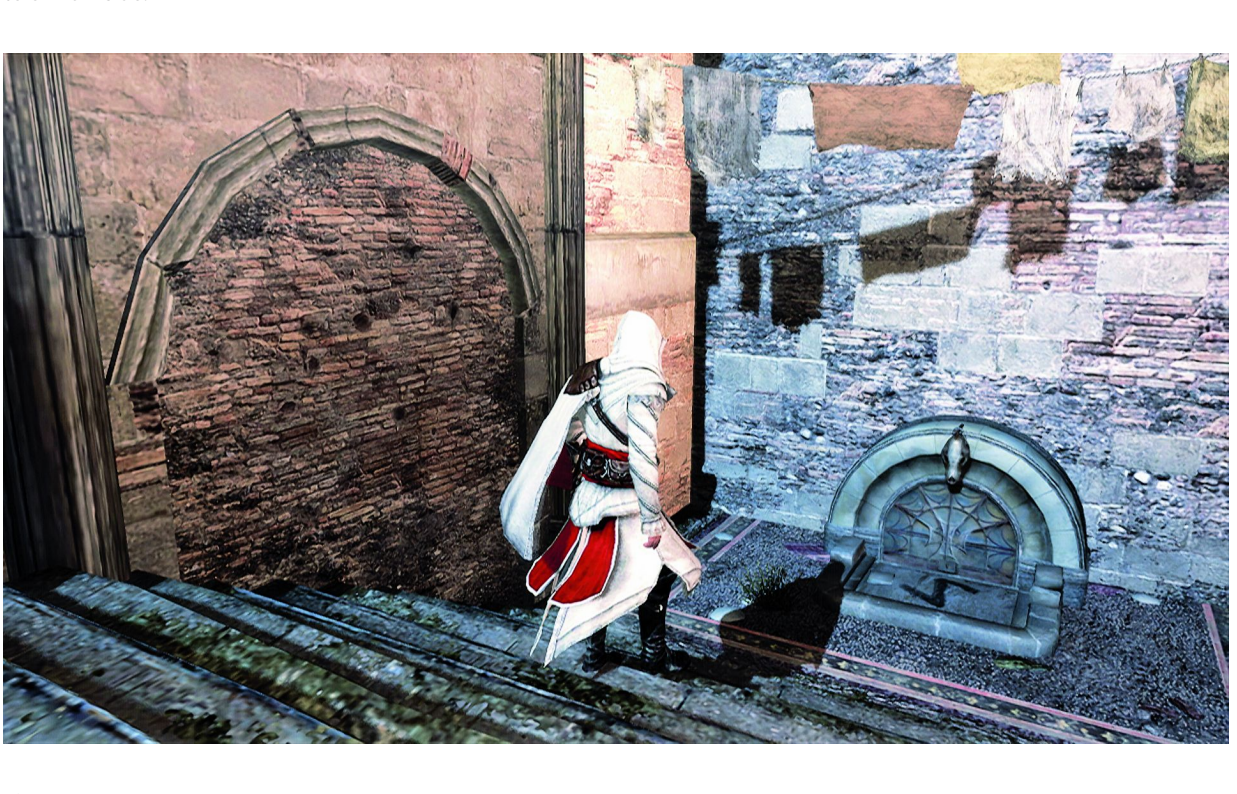


Figure 10

Borgia Couriers

Introduced in the "Who's Got Mail" memory, Borgia Couriers (Fig. 11) can be hunted for minor rewards.

Figure 11

- Unlike Pickpockets, Borgia Couriers will never attempt to interact with Ezio, and do not appear on the Mini-Map. They will always flee if they see him, usually heading for the rooftops at the first opportunity. More often than not, the half-glimpsed sight of a panicked Courier scrambling up a wall will be your first awareness that one is nearby.
- Once the system is activated in Sequence 03, killing a Borgia Courier will fill the Notoriety gauge instantly. Use non-lethal means to catch them (ideally the Tackle move).
- Successfully accosting a Borgia Courier provides a bonus of 1,500 florins and a single Trade Item. They are the sole source of Aconite.

Enemy Archetype: Wolfmen

The Followers of Romulus (colloquially referred to as Wolfmen) are a unique enemy archetype. Though only encountered at large in Rome in this one instance, they make regular appearances in a selection of connected side quests.

- Though individually weak, Wolfmen are dangerous when encountered in large numbers. Cutting the pack down to size is always a priority when you face them. Being hit by their projectiles causes minor damage, but has the effect of staggering Ezio and disrupting his combat moves.
- Wolfmen will attempt single slashes with their daggers, or perform three-hit combos. The latter attack type follows a distinct fast-fast-slow rhythm, so pay attention to this if you are employing Hidden Blade Counters.
- They are vulnerable to Counter Kills and the Disarm move, and will fall to a single projectile of any kind. If you can set up and maintain an Execution Streak, you can cut through them with ease.
- Among other items, Wolfmen regularly yield Throwing Knives when looted after a battle. This means that you could potentially kill a group from range, then replenish your ammunition immediately – a tactic worth remembering for later encounters.

TUNNEL ENTRANCES

Distributed evenly throughout the Centro, Campagna and Antico districts, Tunnel Entrances (Fig. 12) allow instantaneous transport between two areas.

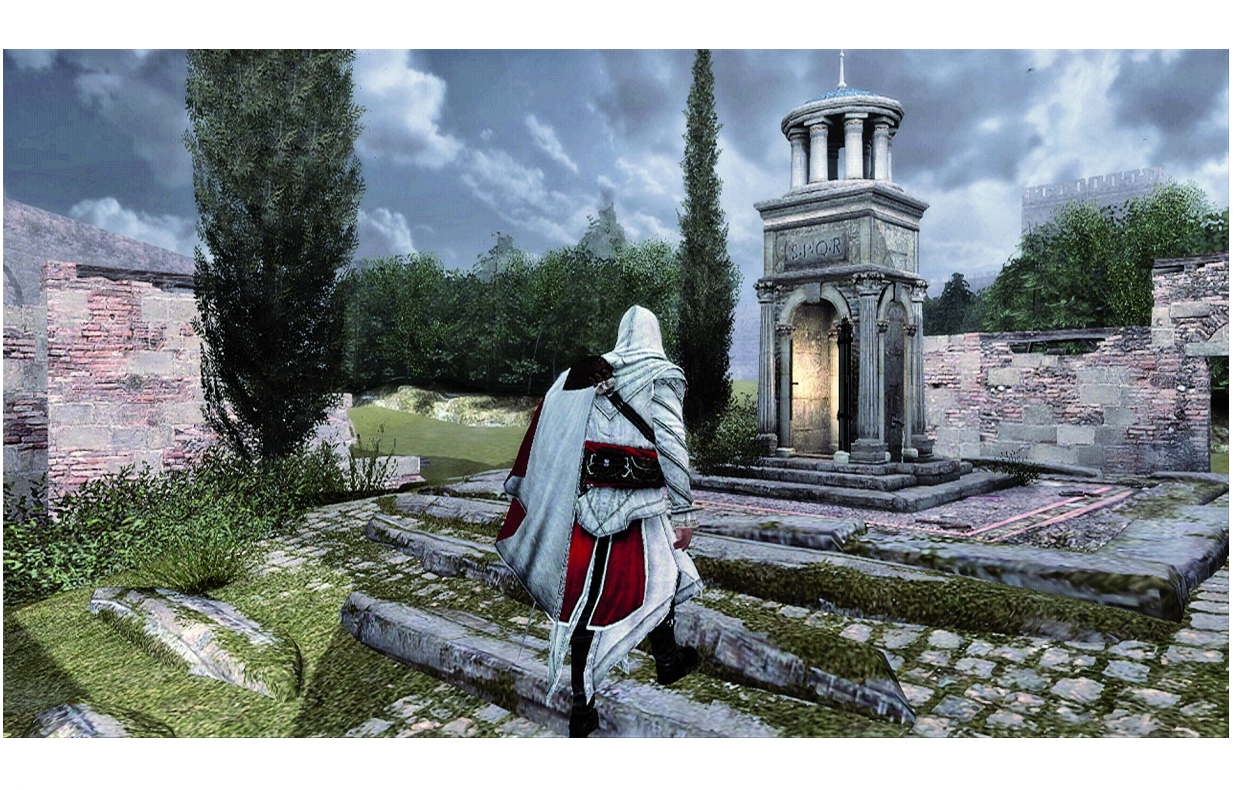


Figure 12

- Opening Tunnel Entrances is a part of the Rome rebuilding metagame.
- After Machiavelli leads Ezio into the tunnel network in the Roman Underground memory, there are two open Entrances on the map: Tiber Island Hideout in the Centro district and Porta Nomentana in southeast Antico. You will automatically unlock a further three during Sequence 03 that will provide shortcuts to major areas of the city, so there is no pressing need to invest in opening any additional sites at this stage.
- Tunnel Entrances cannot be used while you are actively engaged in certain memories.

Assassinations

Though it may not be immediately apparent, Ezio can perform a diverse range of assassination techniques with the Hidden Blade. Study the accompanying table to learn more about how these can be put to use.

Assassination Types Per Surface

Ezio's Position	Assassination Type	Weapon Hand Button	Weapon Hand + High Profile Buttons
Level with target	Standard assassination	Ezio will stab his target discretely at close range.	Ezio is more likely to leap across the intervening ground to a more distant target, attracting attention.
Surface above target	Air assassination	Ezio will jump down and assassinate the victim instantly.	
Ledge beneath target	Ledge assassination	Ezio will reach up and hurl a target's body over the edge. He remains on the ledge throughout this process.	Ezio will automatically jump onto the surface above and stab his target. Useful if there is a need to avoid creating a stir on the street below.
Hiding spot (pile of hay or leaves, well, et al):	Assassinate from hiding spot	Ezio will reach out and stab the victim as he passes, then conceal him in the hiding spot.	Ezio will leap out from his hiding spot to kill the target in public.
Below a horseman	Unseat and assassinate	Ezio will pull his victim out of the saddle and stab him on the ground.	
Above/level with a horseman	Assassinate and hijack	From a ledge above, Ezio will leap down and stab his opponent, knocking his body from the saddle and assuming control of the horse. From another mount, Ezio will perform the same feat.	

Memories 07 & 08

THE HALLS OF NERO:

This is the first of six Followers Lairs in Assassin's Creed Brotherhood, and the only one encountered as a mandatory main story memory. You can find a full walkthrough below.

ROMAN UNDERGROUND:

This memory begins as soon as Ezio leaves the Followers Lair. Take a short stroll with Machiavelli to the Tunnel Entrance, then interact with it and select the Tiber Island Hideout destination from the menu that appears. After the cutscene that follows, Sequence 02 ends immediately.

Followers Lair:

The Halls of Nero

Before we begin, there are a few points that we should make clear.

- Don't try to satisfy the Full Synchronization condition on your first visit – you won't even get close. For now, focus on familiarizing yourself with the optimum route. You can then return later to achieve Full Synch via the Replay Memory feature if you wish.
- The red annotations on the screenshots show the optimum speed run route. The blue ones lead to collectibles. You should take the time to pick up collectibles on your debut journey, particularly the three Borgia Flags.
- This memory introduces the Back Eject ability, where Ezio springs from a ledge to another directly behind him. Release the Movement Stick and press the High Profile and Legs Buttons simultaneously to perform this. You will usually find that the game camera will shift to a fixed position to indicate that this maneuver is possible (and, moreover, necessary).

A: In this first chamber, the objective is to interact with four levers to open a route to the underground ruins. For those seeking to complete the Full Synch condition, finding the fastest route here is of vital importance. We suggest that you begin with the lever in the northeast corner of the room (Fig. A), then activate the remaining mechanisms in a counterclockwise progression – northwest, southwest and, finally, southeast.

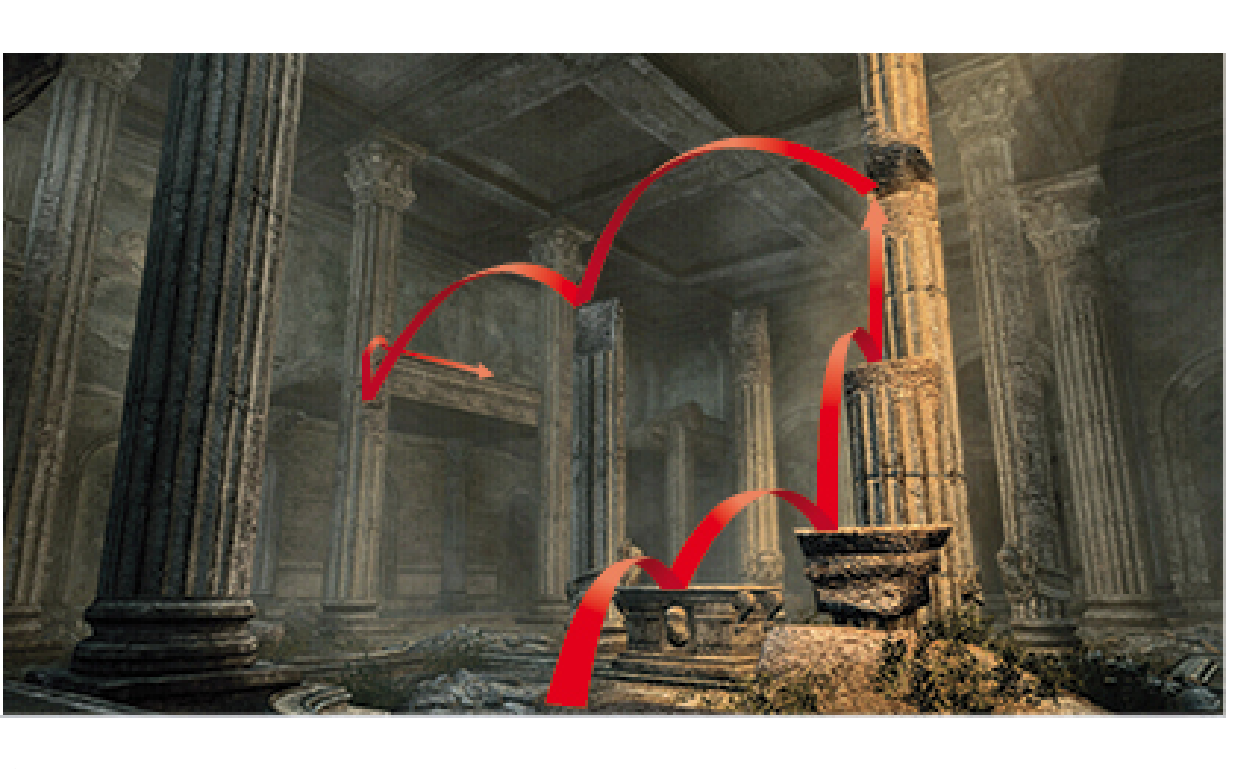


Figure A

B: There is one point in this first chamber (if you follow the route detailed above) where the path might not be entirely clear: after pulling the southwest lever, leap across to the broken pillar and, from there, to the holes on the wall. You can then traverse easily to the next platform, and hop over to the final mechanism (Fig. B). Once the cutscene ends, perform a Leap of Faith through the hole to the lower level.

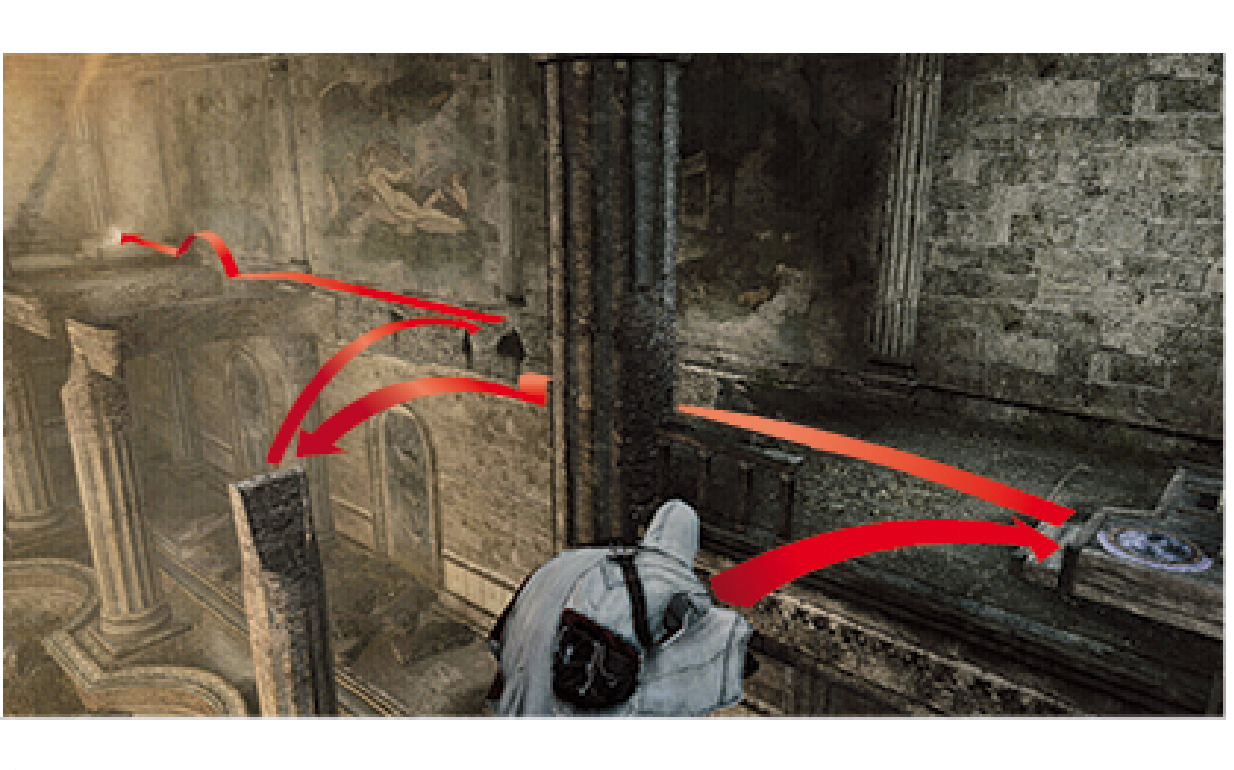


Figure B

C: After landing in the pool, run through the open gate to the south, then head east to find Borgia Flag #1 on top of a pillar. Now run to the west to find another pillar with distinctive stone ledges above it; use these to traverse over the locked gate and around the corner (Fig. C). Back in the central area, continue until prompted to perform a Back Eject then, on the other side, jump and grab the hanging light fitting to swing over the next locked gate. In the next area, you must again climb on top of a pillar and use it to reach a wooden beam; from here, head for the hanging fixture and swing around to the left. Continue forward to a third and final hanging fixture, which will deliver you to the next waypoint. Pull the lever and head through the door.

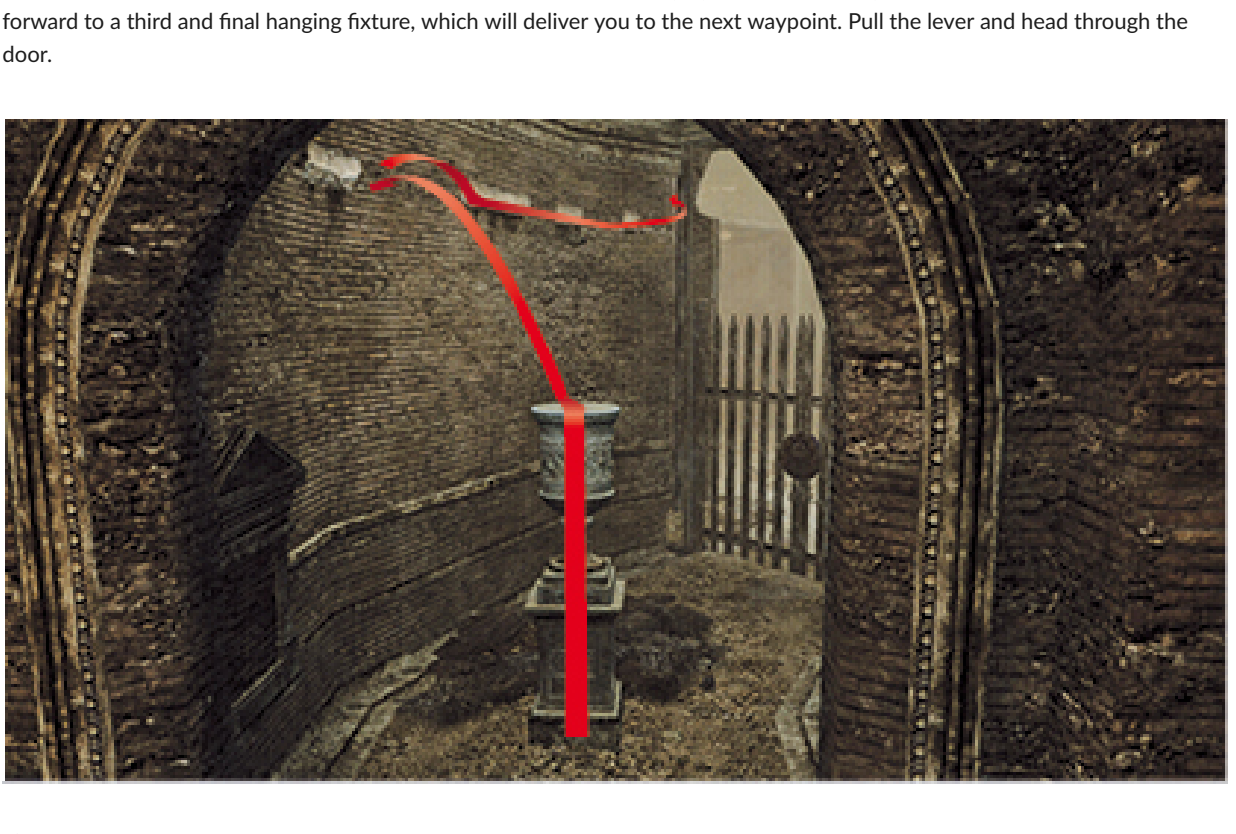


Figure C

D: In this section of the ruins, the objective is to climb to the northeast corner of the chamber. Start by climbing the broken column on the south wall. You can traverse slightly to the right here and Back Eject to find Treasure Chest #1 ; having done that, return to the column and Back Eject to the statue, then leap over to the north wall (Fig. D). Climb up and traverse to the right until the game camera moves to a fixed position, then perform a Back Eject to land on a second statue. You can then drop down to the lower level.

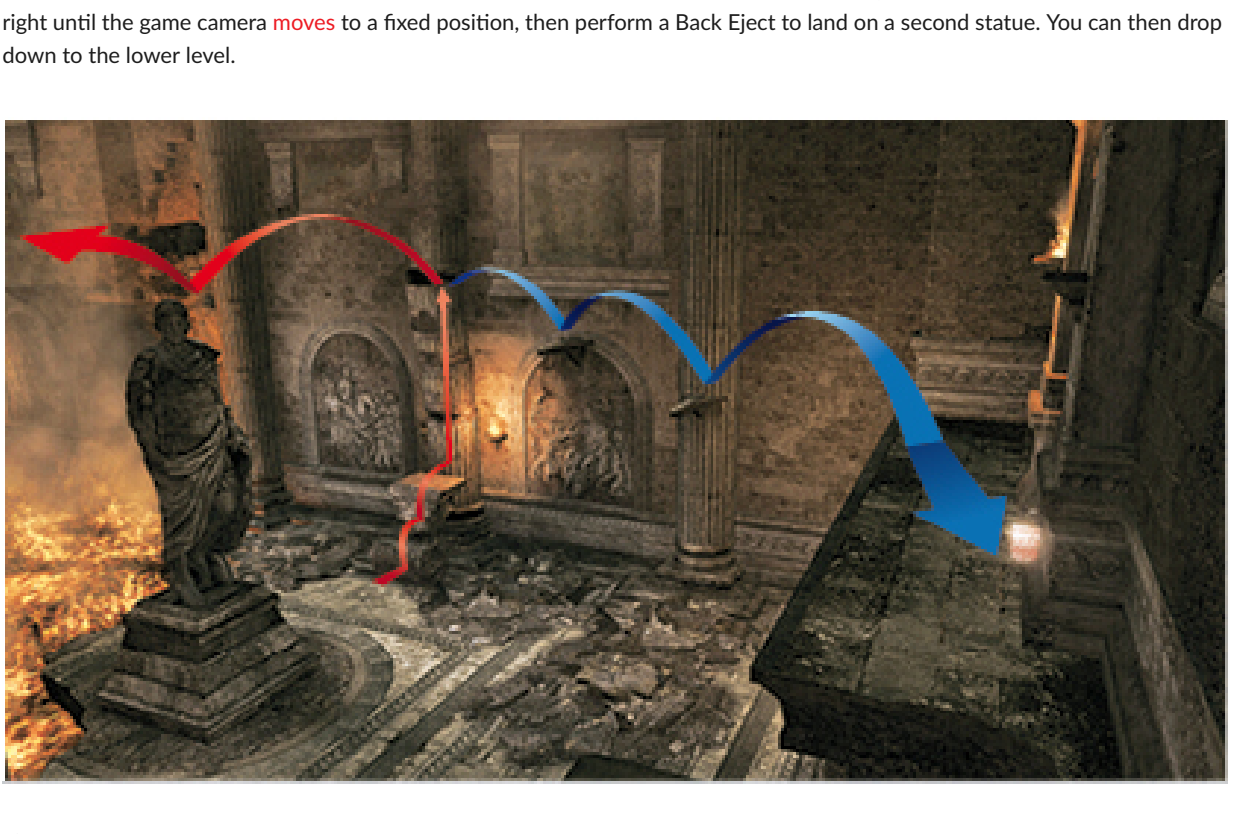


Figure D

E: Use the broken statue and column to reach hand-holds on the north wall, then climb up and onto the platform. Free run over the low wall sections to reach a ledge to the east, then traverse until the camera pans back to indicate a Back Eject opportunity (Fig. E). From the next ledge, head left and around the corner, then perform another Back Eject to land on a pole.

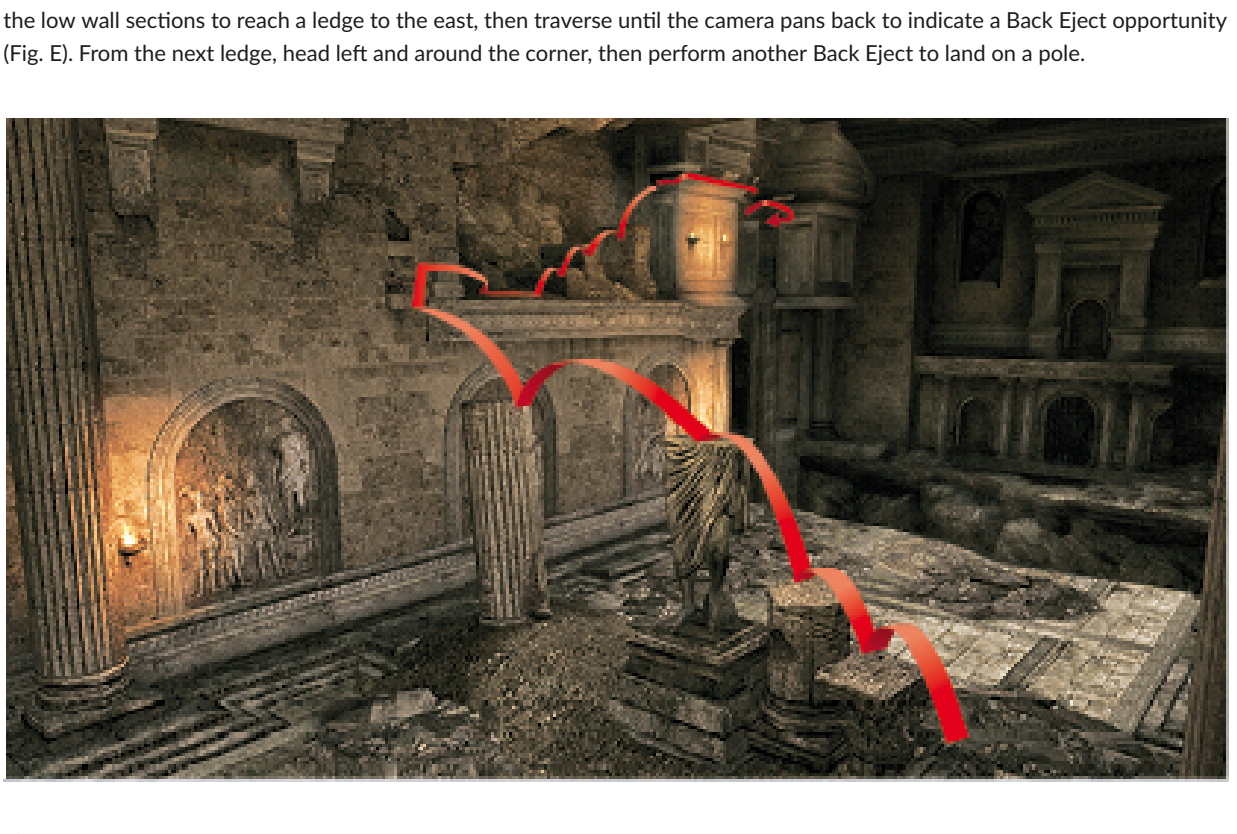


Figure E

F: From the pole, you can swing down and free run to a position on top of the blocked gate to reach the next waypoint. If this is your first run through this memory, take a detour to collect Borgia Flag #2 (Fig. F) before you do so.

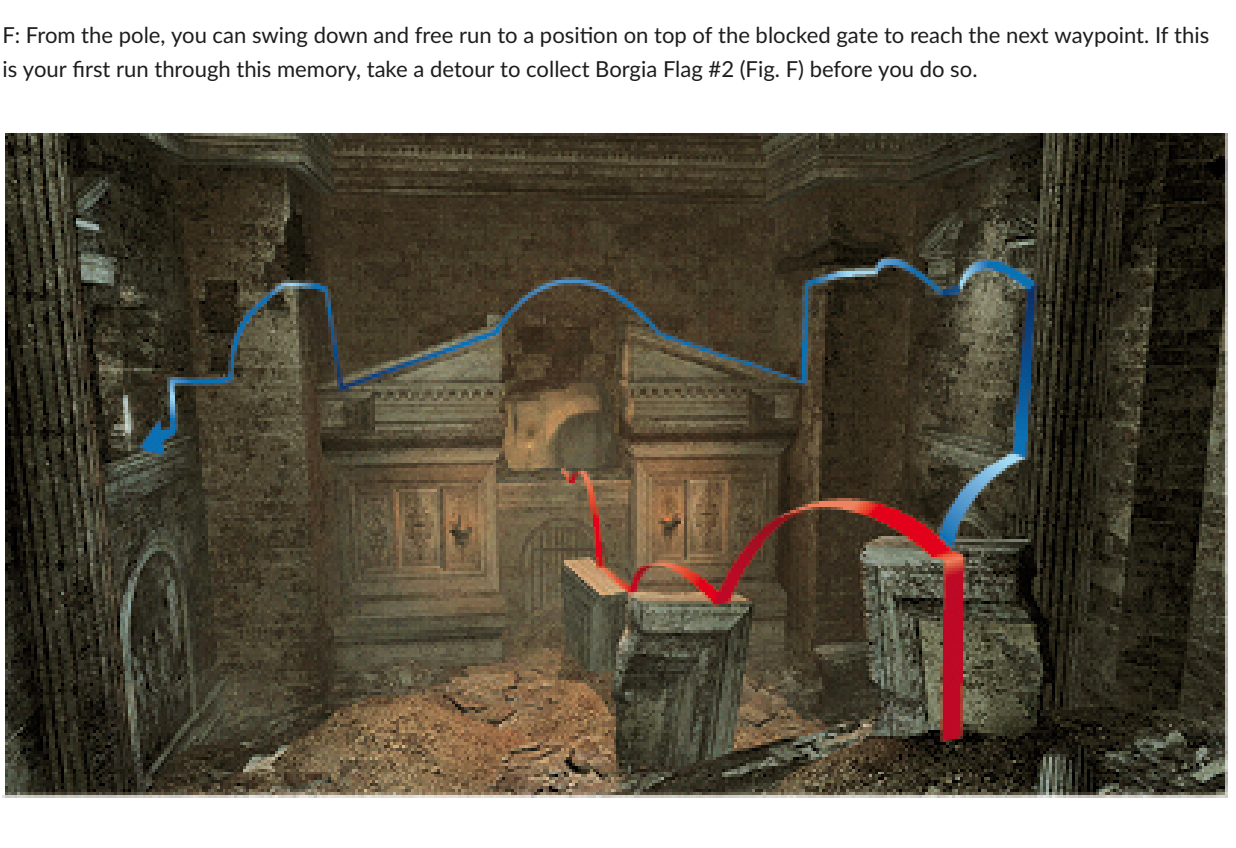


Figure F

G: Climb through the hole above the locked gate (Fig. G) in the west of the next room, then jump and swing down to the lower level. Climb onto the decorative pillar further north, then free run and climb through a second hole to the southeast; note that you will need to Back Eject to reach the ledges on the left-hand side of the room. At the hole, traverse to the right until you reach two metal rings hanging from the wall. From the uppermost of these, Back Eject to reach a broken archway attached to the column at the center of the room. Climb the ledges here and traverse left, then leap over to the bar. You can now either swing straight ahead to reach the final area, or traverse to the right, turn around and swing over to Treasure Chest #2 . After touching down on the approach to the main chamber, turn around to find Treasure Chest #3 hidden behind Ezio's landing position.

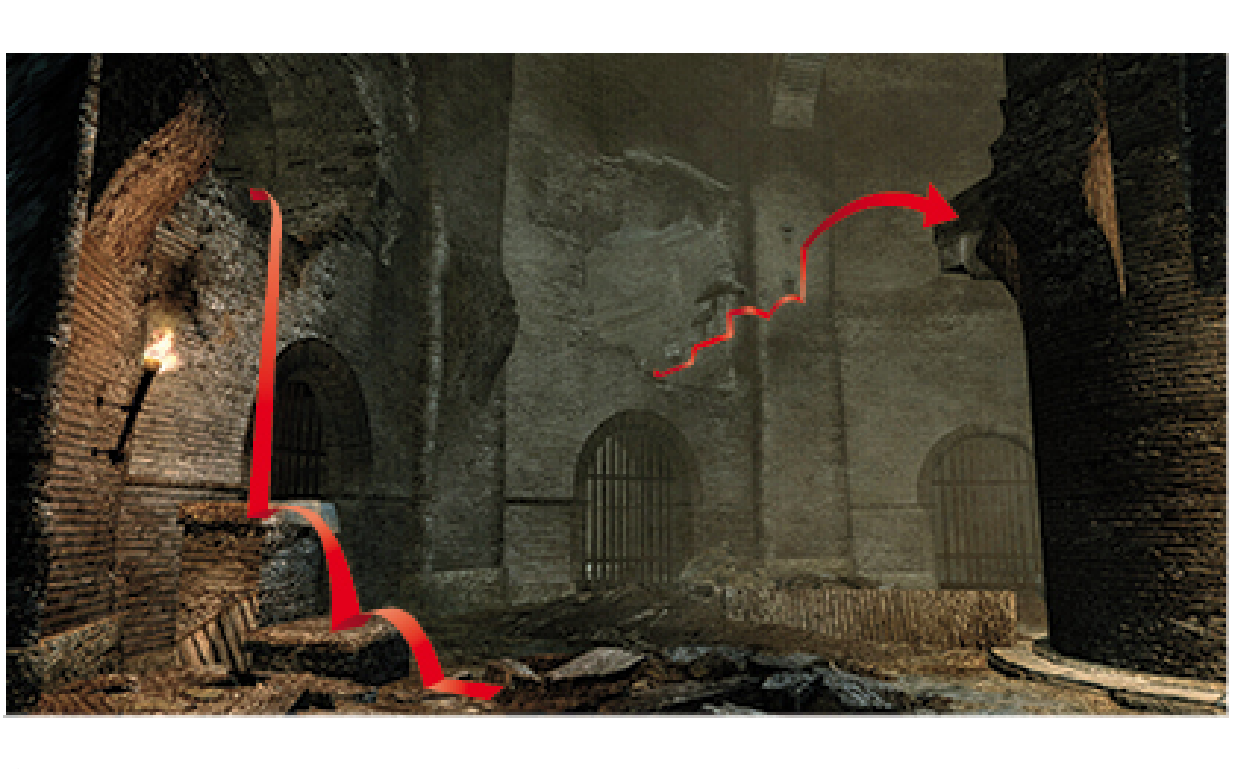


Figure G

H: The final huge chamber seems like a complicated climb, but the route taken is far easier than you might suspect. Head for the throne at the center of the east wall and use it to reach a ledge above, then traverse to a wooden beam just to the left of it. From here, you need to ascend and follow a counterclockwise progression around the room – first head to the balcony to the north, then climb and free run around the wall until you reach a broken balcony towards the south of the room. From here, you can take a detour to pick up Borgia Flag #3 (Fig. H), or head straight for the treasure room. Help yourself to the spoils that lie inside, then exit through the ceiling hatch to return to Rome.

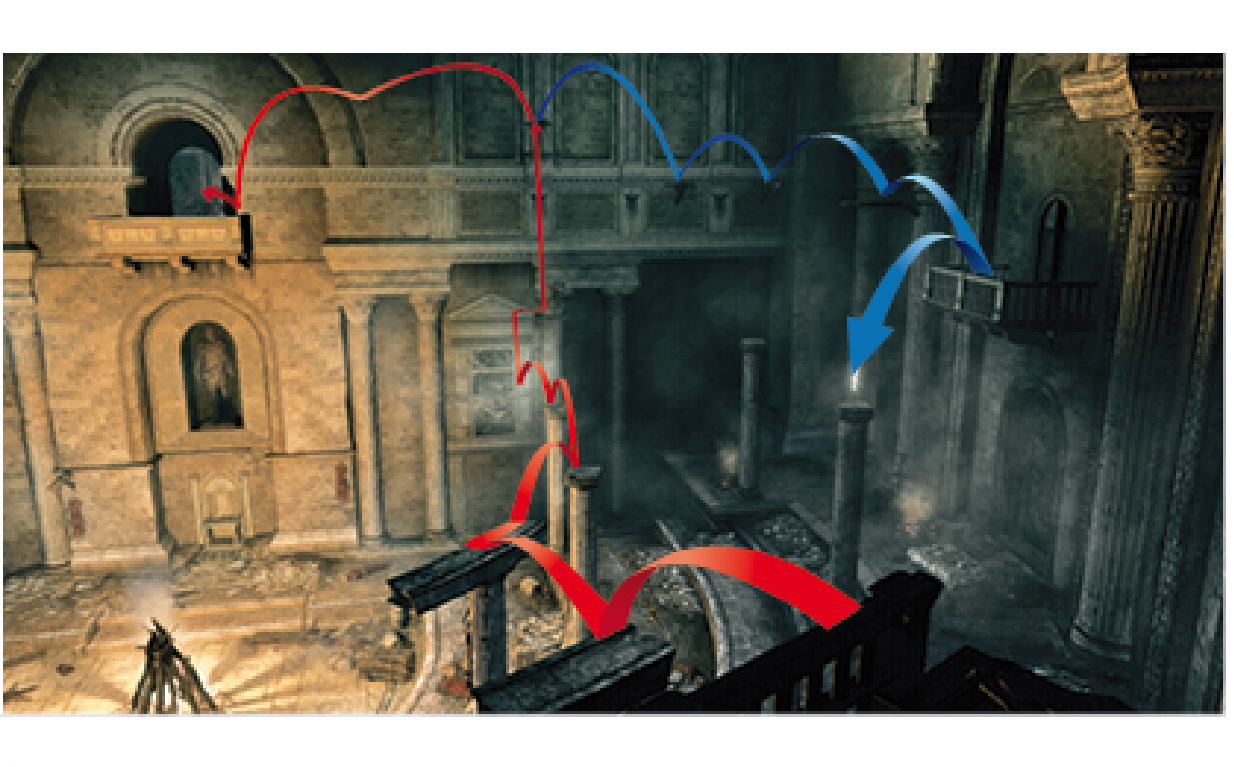
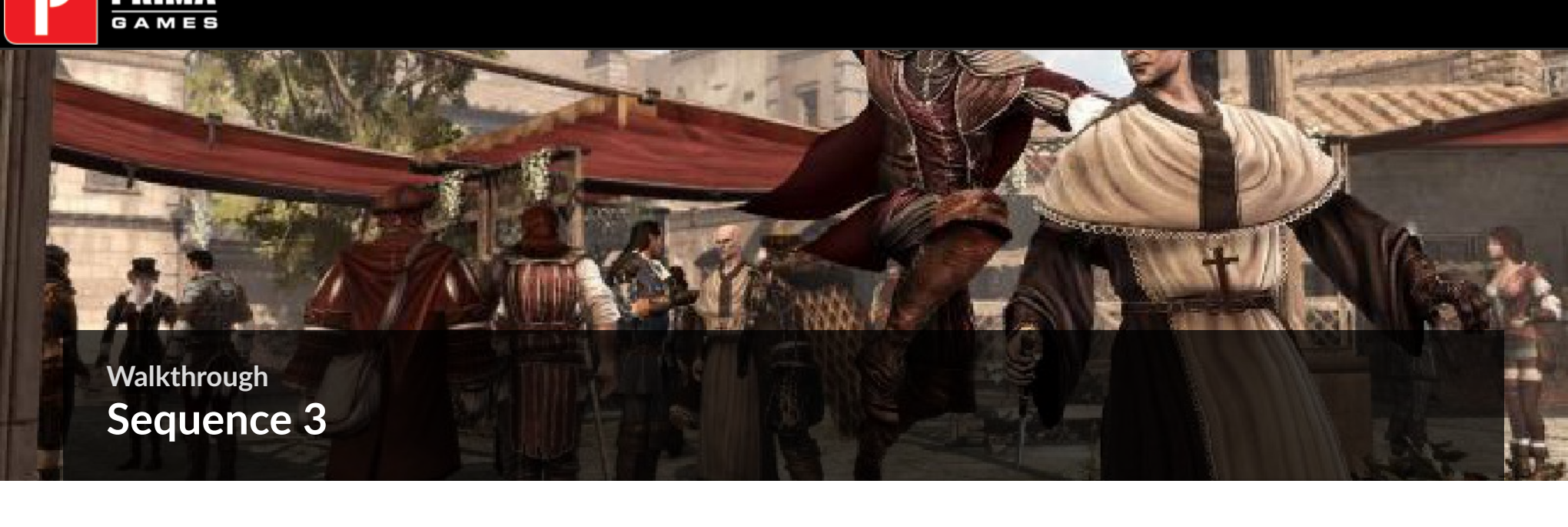


Figure H



Walkthrough

Sequence 3

Memory 01

Note

Memories 01 to 03 can be completed in any order. Though the arrangement here duplicates the DNA Menu progression, we suggest that you complete Memories 02 and 03 first, as doing so will delay the introduction of the Notoriety system – a minor but useful convenience. You should also ensure that you reserve at least 2,500 florins of Ezio's earnings to date for Memory 03.

DOUBLE AGENT: The start location for this memory is in the far southwest of the Antico district. Once Ezio is reintroduced to La Volpe, travel to the waypoint marker and, after the cutscene ends, kill six archers to save the young cutpurse. For an easy battle, you could use the Pistol and Throwing Knives from your elevated starting position to dispatch most targets from range.

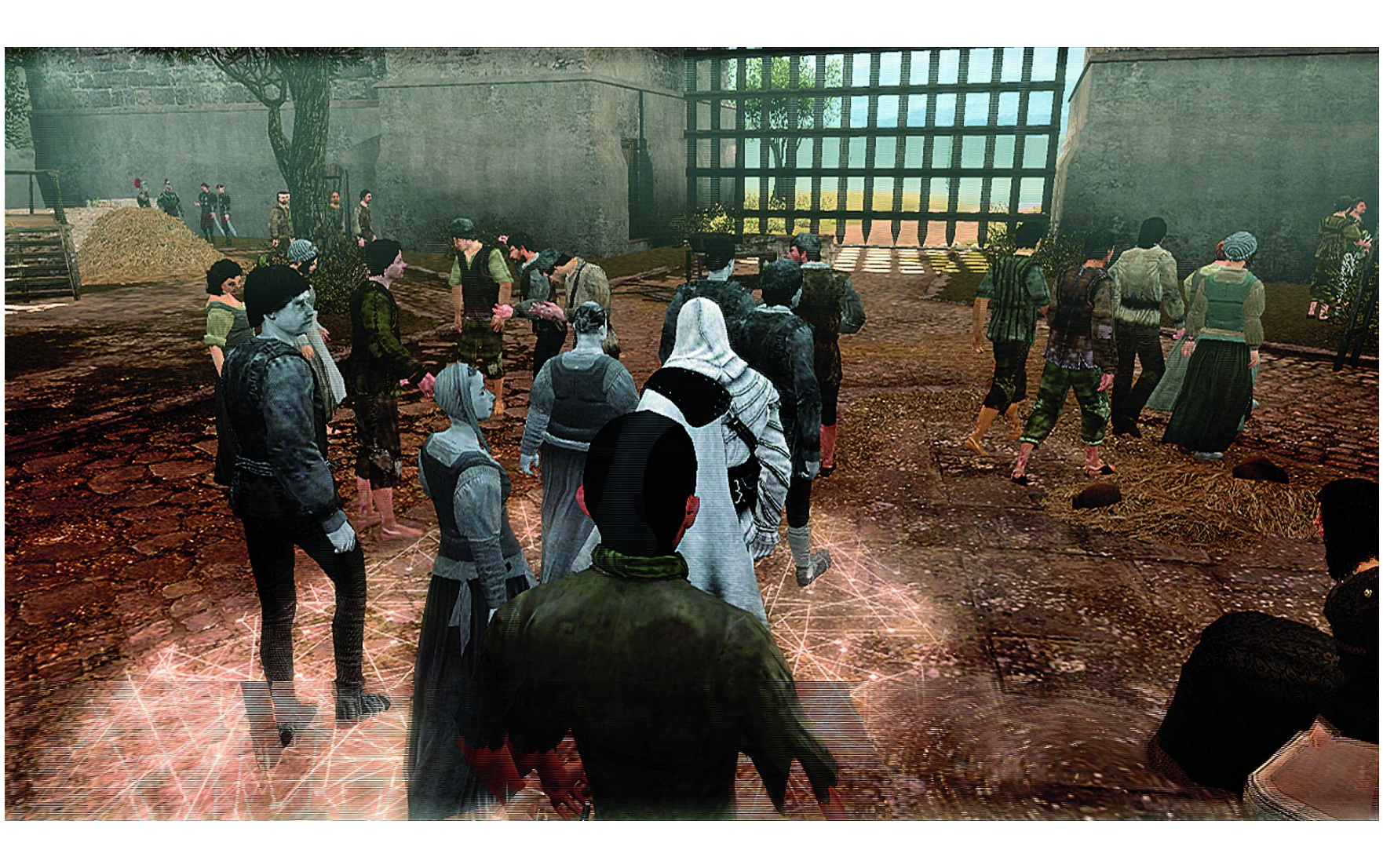


Figure 01

Once play resumes after another cinematic, take the alley that leads south from the east side of the square then wait near the bottom of the steps until a group of civilians passes you and turns to the right. Blend with these (see "Blending" for tips) and walk in formation until they reach Porta Metronia (Fig. 1). At this point, transfer to the static group of civilians standing close to the gate. Another group of nearby pedestrians are marked with a distinctive "Animus effect" shimmer – and these are your ticket to the waypoint marker. Move among them as they draw near, wait until they head down the steps beyond the guards, then walk calmly to the waypoint.

The final stage of this mission is a tutorial for removing Notoriety. Despite the onscreen prompt, there's no need to waste 500 florins on bribing a Herald: ripping down Posters will suffice. The Full Synch condition for this memory dictates that Ezio remain undetected during this process, so take care to avoid guard patrols. Staying clear of the nearby Borgia Zone is a particularly smart move.

Once Ezio is Incognito once again, return to La Volpe and renovate the Thieves HQ (speak to the Architect) to end the mission. Incidentally, the restoration of La Volpe Addormentata creates a new Viewpoint on the building, so you may wish to visit this before you depart.

Memory 02

BETWEEN A ROCK AND A HARD PLACE:

This Memory Start marker is located in the Campagna district on the east side of Rome. As soon as the opening cinematic ends, leap over the wall to Ezio's left (Fig. 2) to give chase to Battista Borgia, the Captain of the local Borgia Tower. If you're quick, you can catch him for a Hidden Blade assassination before he gets very far – or fell him with Throwing Knives for an even quicker kill.

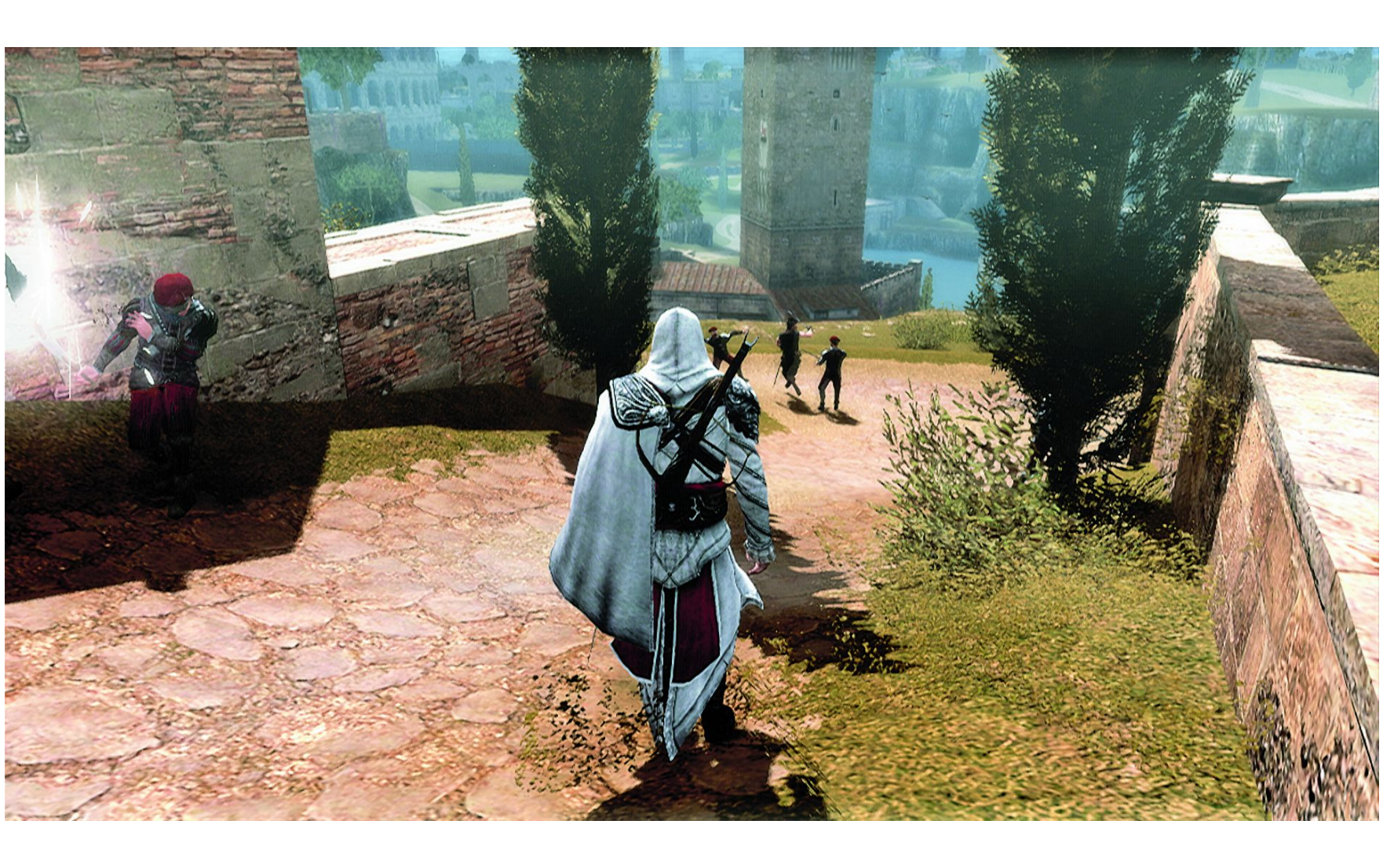


Figure 02

With the Captain dead, your next objective is to reach the top of the Borgia Tower. The quickest route (and also one that enables you to bypass all other hostiles) is to dive off the nearby cliff, then leave the water via the shore to the north of the edifice. Scale the tower, then press the Empty Hand Button at the top when prompted to Ignite it. During your return to the Barracks (the Mercenaries HQ), there is a Lift to the south of the tower that begins an easy route back to the top of the cliff.

Optional Activities

Completing Sequence 02 unlocks two Followers Lairs (and, if you have certain retail editions of Assassin's Creed Brotherhood, a bonus Templar Lair). With their focus on advanced climbing, free running, puzzle solving and exploration, these optional "Secret Locations" offer a distinct and enjoyable change of pace from the action in the world outside. See the Side Quest chapter for full walkthroughs for these memories.

Blacksmiths, Tailors and Art Merchants have new stock at the start of Sequence 03, but Ezio doesn't really need their wares just yet – and nor, in the majority of instances, can he afford them. We'll return to cover these vendors and potentially advantageous purchases at the start of Sequence 04.

Blending

Whenever stealth or subtlety are called for, Ezio's ability to disappear among crowds is a talent that you will employ regularly.

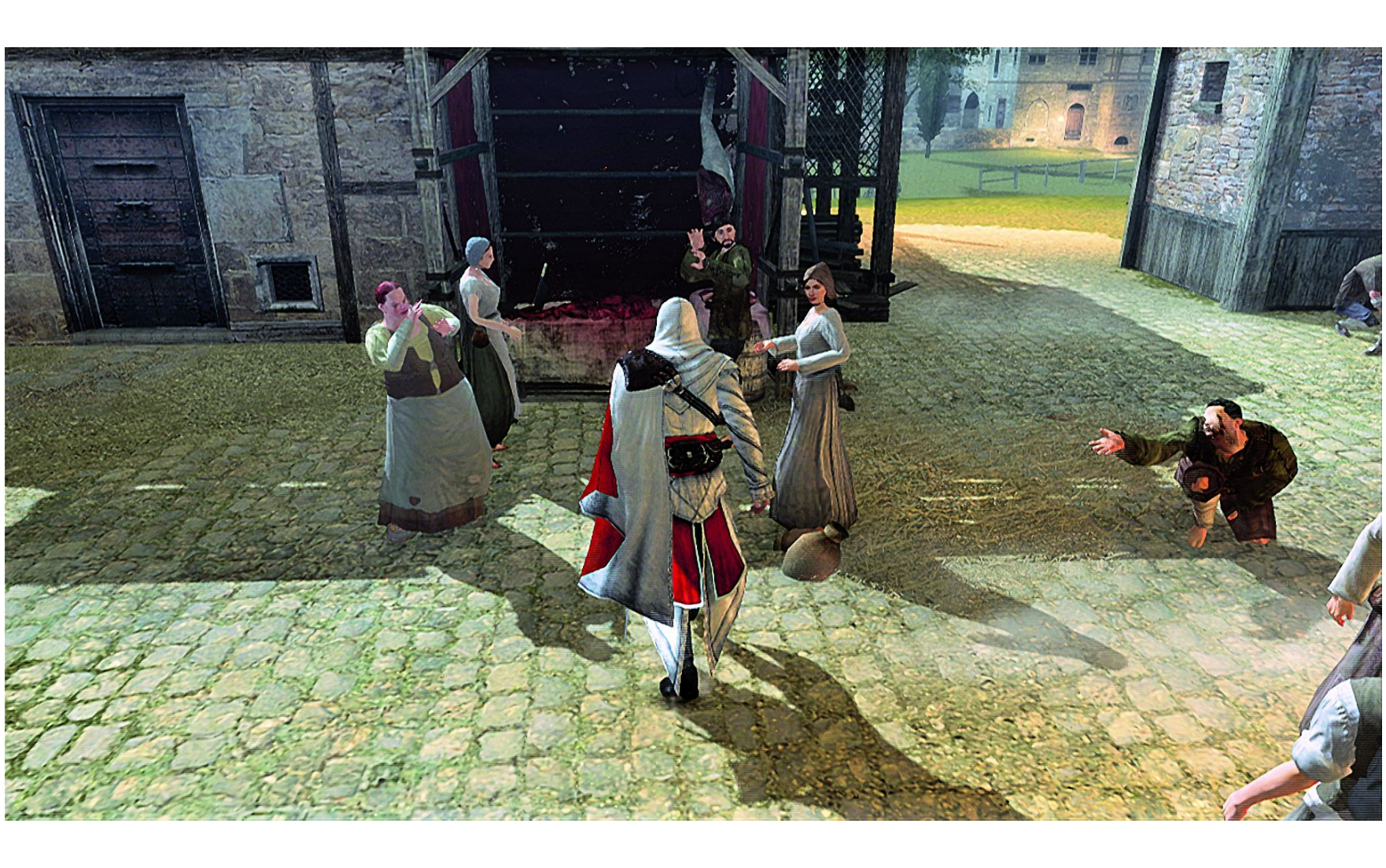


Figure 03

- Ezio will automatically Blend whenever he mingles with a group of moving or stationary citizens. Though you can maintain full control whenever he walks among pedestrians, releasing the Movement Stick will cause him to automatically stroll in formation with them until you intervene.

- While Blending, Ezio is effectively invisible to potential enemies, individuals that he must follow or avoid, and troublesome Harassers.

- When Ezio leaves a group, there is a short but significant period of grace where he will remain unseen by guards. You can take advantage of this to transfer seamlessly between different collections of citizens.

- Illegal or reprehensible actions (such as stealing or lashing out with fists or blades) can immediately break a Blend. In open combat, citizens will automatically recoil or flee from Ezio as he approaches them, which makes Blending impossible (Fig. 3).

- Finally, pay close attention to individuals carrying boxes as you walk among civilians. Colliding with one of these will disperse nearby citizens as they turn to gawp, ending a Blend instantly.

Notoriety

The Double Agent Memory has a sting in its tail: it both introduces and activates the Notoriety sub-system. In general, Notoriety (as represented by the meter in the top left-hand corner of the screen) is increased through combat encounters. Showy assassinations, expansive brawls and use of the Pistol will all cause a red bar to creep around the gauge in steady increments.

You can reduce Ezio's Notoriety level in three ways:

Removing Posters . These appear on walls throughout the city (often just above street level) the moment Ezio's Notoriety level is anything less than pristine. Approach a Poster and press the Empty Hand Button to rip it down and reduce total Notoriety by 25%.

Bribing Heralds . These are less common than Posters, and only appear when the Notoriety gauge reaches 50% full. For a donation of 500 florins, interacting with a Herald will clear 50% of Ezio's current Notoriety – but you can get your money back immediately by pickpocketing the Herald.

Killing corrupt Officials . These only appear when Ezio is at 75% Notoriety or above, and clear the same amount when assassinated. They are relatively uncommon, and will flee on sight.

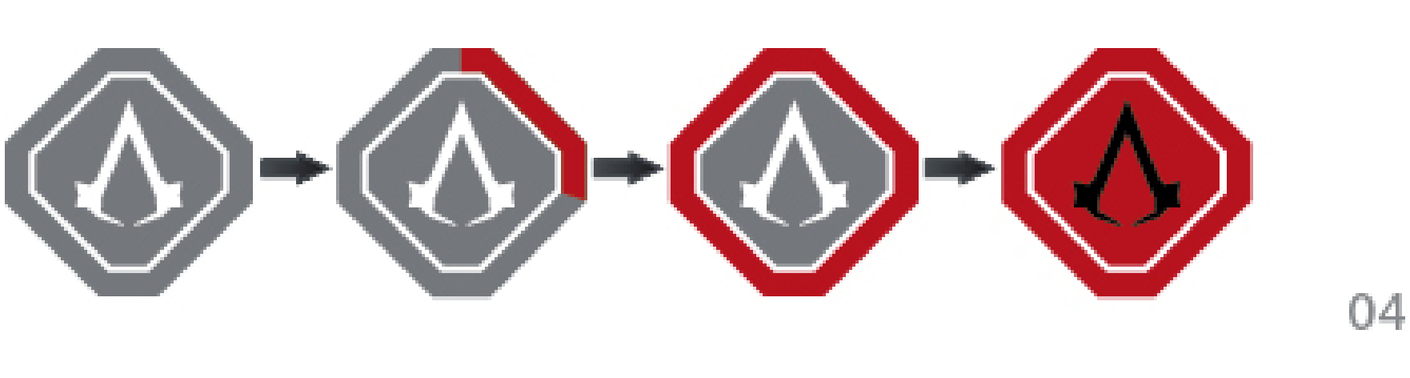


Figure 04

Regular maintenance of Notoriety is an essential task. If you allow the gauge to fill completely (Fig. 4) Ezio becomes Notorious, causing all of Rome's guards to actively seek him. This makes the process of travelling through the city far more fraught with danger and unnecessary inconvenience than it need be. Moreover, you must also clear the gauge completely in order to return Ezio to his default Incognito status.

Mercenaries HQ Fights

Figure 05

After renovating the Barracks in the Between a Rock and a Hard Place memory, visit the basement of the Mercenaries HQ to participate in organized fights (Fig. 5). There is a reward for completing each Challenge level, and Ezio can earn additional florins by placing wagers before each bout (though you should take time to practice before you invest large sums). This can be a fine source of additional income if you are confident in your combat skills. See the Side Quests chapter for further information.

Memories 03 & 04

HIGH-STAKES NEGOTIATION:

This Memory Start marker is located in northwest Centro. If Ezio has less than 2,500 florins at his disposal, take the time to raise that sum before you begin this mission. The easiest way to achieve this would be to compete in fights at the Mercenaries HQ.

With the required ransom in hand, you can head straight to the waypoint. On arrival, ensure that there are no guard patrols in the vicinity, then walk into the glowing marker. The slavers are fleet-footed adversaries, so the best way to beat them is to employ the Counter Kill move (Fig. 6). Loot them afterwards to obtain valuable Trade Items. With a Borgia Tower nearby, be careful to avoid suspicious sentries when you disembark.

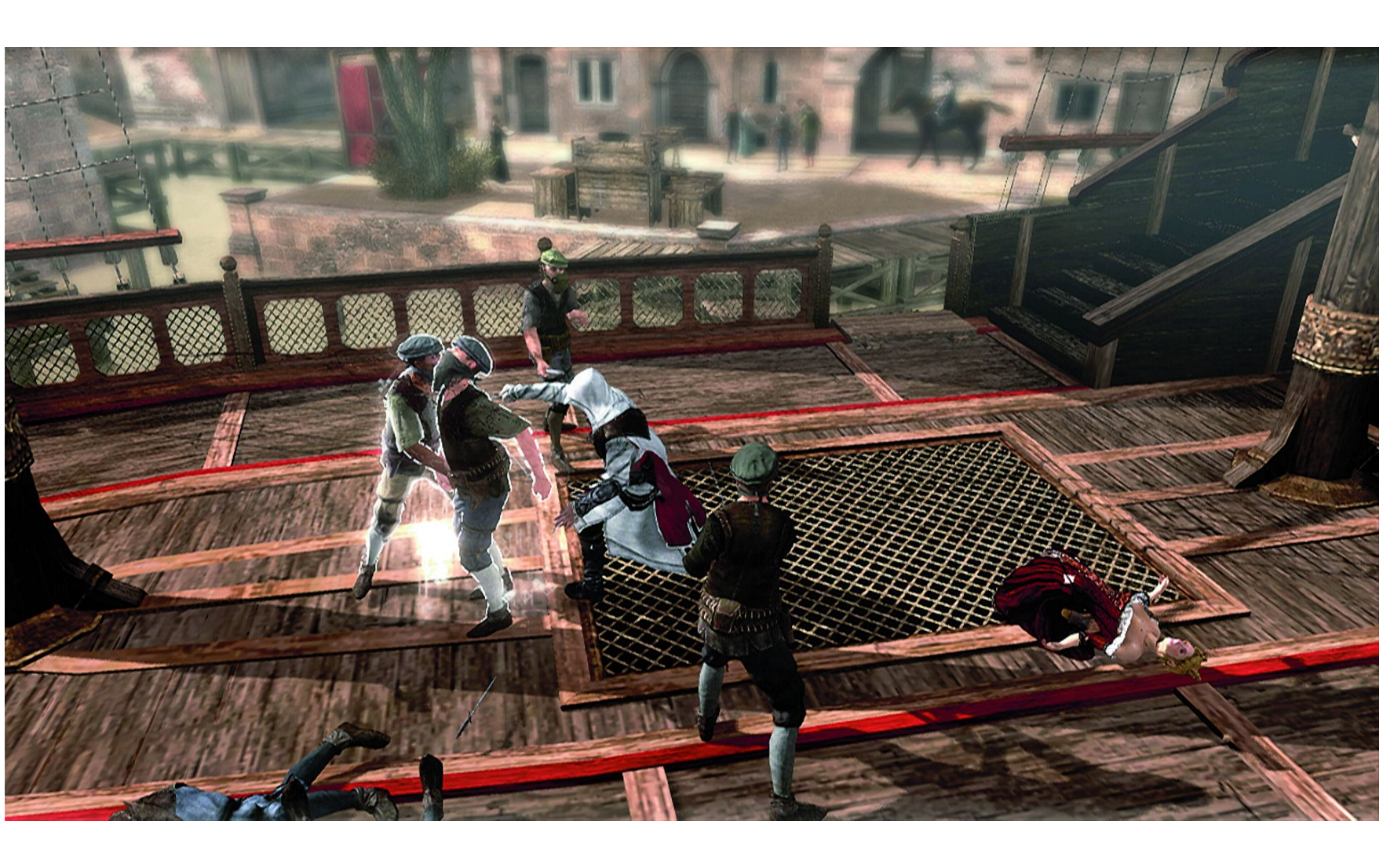


Figure 06

The 2,500 florins ransom retrieved from the slavers is required to renovate the Courtesans Guild HQ at the end of the memory, so don't be tempted to spend it during the return to the final waypoint. As with both previous guilds, interact with the Architect to end the memory.

COLLECTIVE INTELLIGENCE:

This memory is a cinematic that marks the end of Sequence 03, and begins immediately once Ezio returns to the Tiber Island Hideout. After the cutscene ends, speak to the Architect to receive a quick primer on the Rome rebuilding side quest.

Pickpocketing & Fast Walk

Ezio can steal money from civilians by Pickpocketing (Fig. 7). To achieve this, hold the Legs Button and steer him into a collision with a suitable target with the Movement Stick. Pickpocketing is an illegal action, so any guards that witness it may automatically attack Ezio. Of greater consequence, though, is the fact that it leads to quite colossal increases in Ezio's Notoriety level. For this reason, you will find that there are far better ways to generate income.

While petty theft is perhaps something to avoid, the Fast Walk ability used to initiate it actually has some very helpful applications. If you need to escape suspicious guards, holding the Legs Button makes Ezio move at a more purposeful stride than the basic walk, but does not cause an increase in the Detection Meter fill rate (unless, that is, you inadvertently collide with a civilian and steal from them – something to carefully avoid). When you are sneaking up to assassinate a moving target it also enables you to close any intervening gap silently, unlike the standard intermediate running speed.

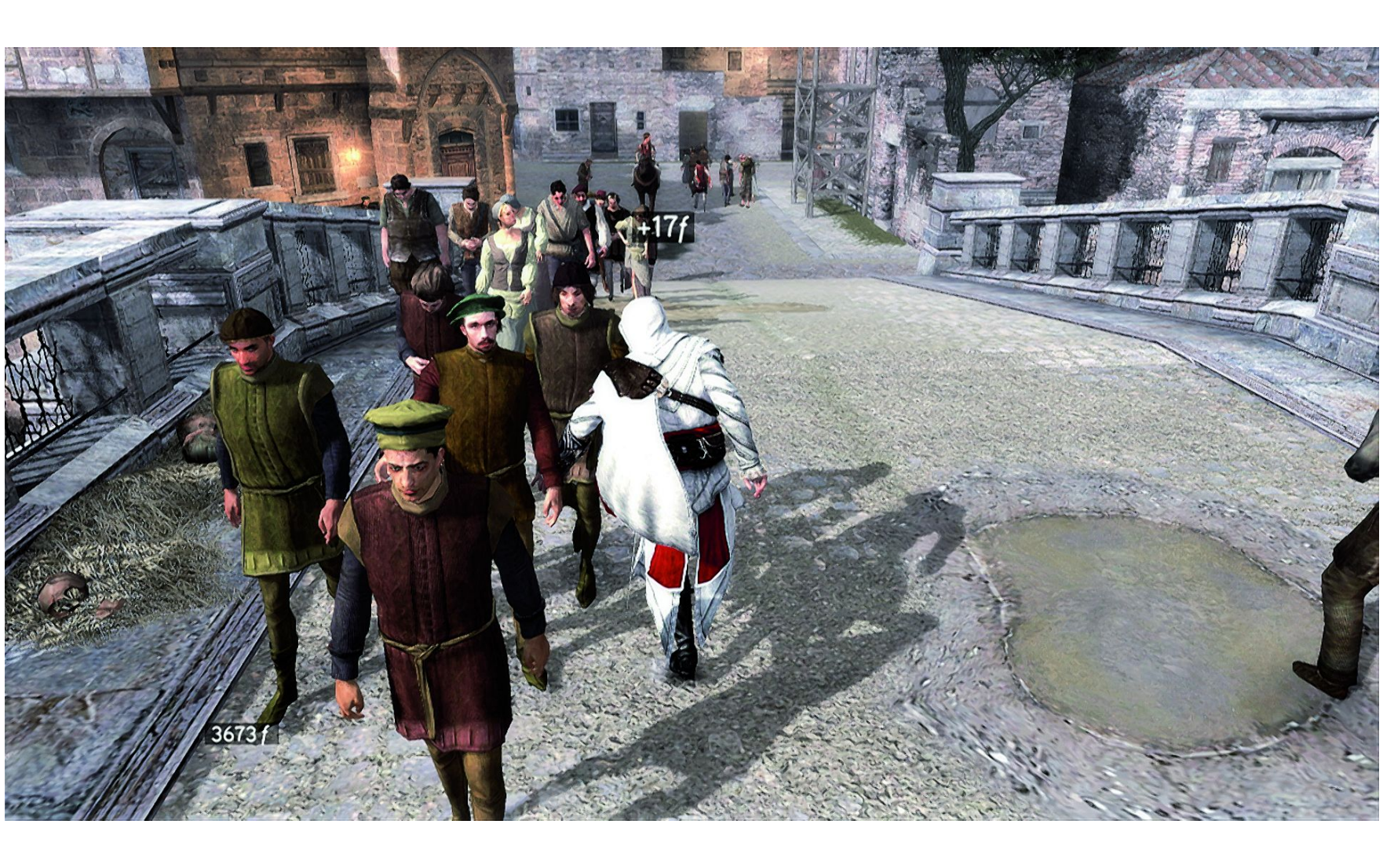


Figure 07

Factions & Guild HQs

Memories 01 to 03 of this Sequence see Ezio enlist the support of the Thieves, Mercenaries and Courtesans and rejuvenate their ailing Guilds, which unlocks an extensive range of side quests and special challenges. As a minor (but useful) additional benefit, Tunnel Entrances outside each HQ are opened at the end of the three memories.

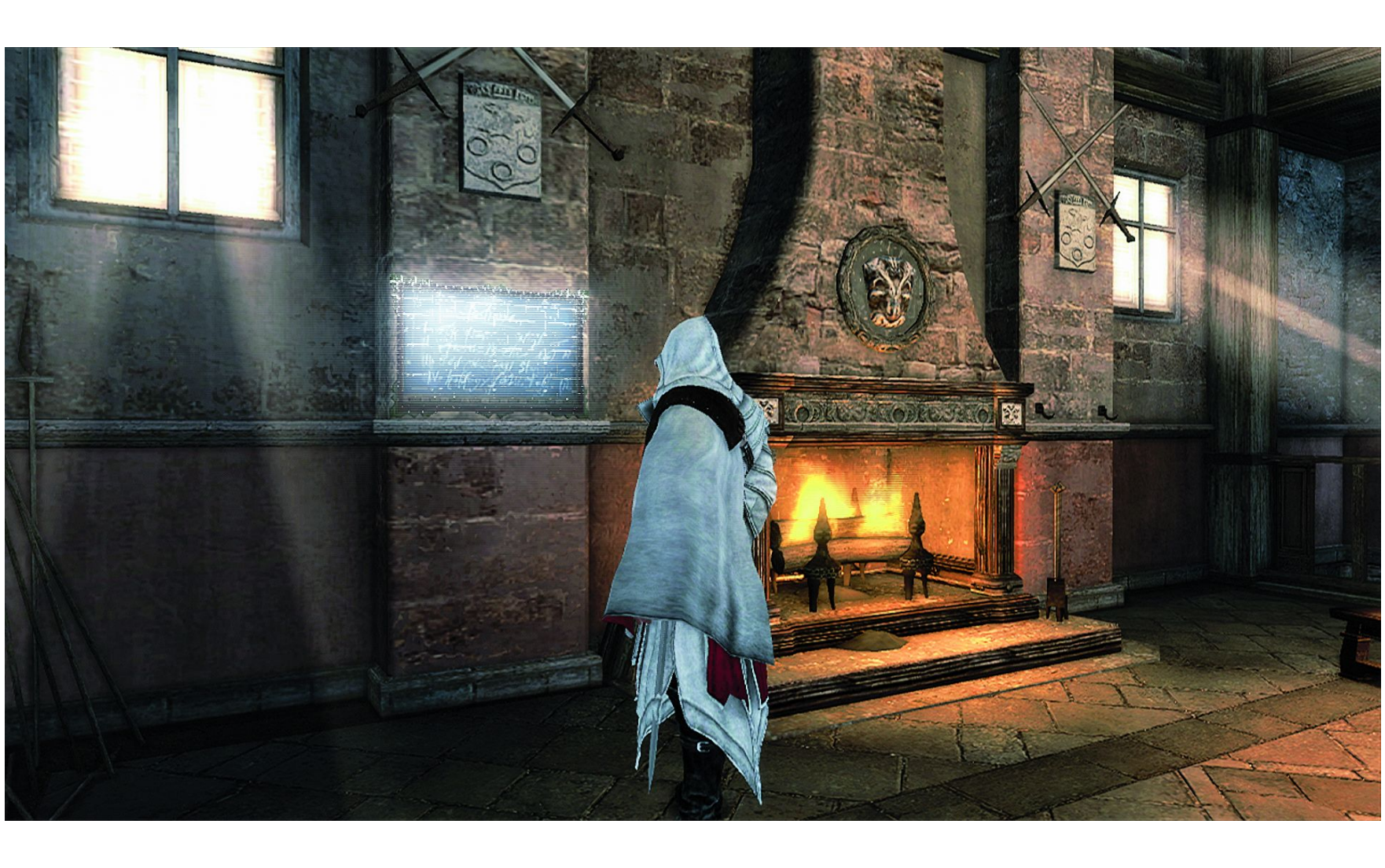


Figure 08

You will find a glowing board inside each of the Guild HQs (Fig. 8). Ezio can interact with this to study a series of challenges unique to each Faction; these can also be viewed at the Additional Memories section of the DNA Menu. Satisfying the conditions laid out for each task will lead Ezio to gradually acquire trophies (stored at his Tiber Island Hideout), hiring discounts, and eventually exclusive weapons. See the Side Quests chapter for further details.

Opening the Guilds also unlocks three separate side quest stories linked to individual Factions. To initiate these, speak to Maria inside the Courtesans HQ, Pantasilea at the Mercenaries HQ, and interact with the glowing table in a back room at the Thieves HQ.

- Memory Start markers for Courtesans and Thieves side quests are located throughout the city. The Assassination Contracts Ezio undertakes for the Mercenaries are initiated by interacting with Pigeon Coops marked by a target icon. Select "Missions" from the menu to begin the next available assignment. Note that Memory Start positions for these side quests only appear on the map if Ezio has unfogged the map by Synchronizing with local Viewpoints.

- Though there are several of these optional side quests to complete at this stage in the story, further episodes are only unlocked by completing main story memories.

Our full guide to Thieves, Mercenaries and Courtesans missions see the Side Quests chapter.

Hiring Factions

Establishing ties with the Thieves, Mercenaries and Courtesans enables Ezio to hire groups from these Factions. Each group has an individual set of talents and drawbacks, and costs a flat-rate 150 florins to employ; this sum can be reduced to 75 florins by completing Guild Challenges.

Each group has a distinctive icon hovering above it, so you'll soon learn to identify them from a distance. They can be found throughout Rome, and are sometimes encountered in preset positions during memories.

- To hire a group, approach the quartet and press the Head Button. The group will then follow Ezio. Note that hiring other allies will immediately dismiss a group currently in Ezio's employ.

- Tap the Head Button to order a group to stop. This can be useful if you need to scout ahead, or specifically need to keep them out of harm's way.

- Each Faction has a unique skill that you can manually order them to perform. To use these, specify an adversary with the Target Lock Button, then press the Head Button.

Faction Traits & Abilities

Faction	Unique Skill	Strengths	Weaknesses
Courtesans	Distract: group will leave Ezio and draw the attention of nearby guards away. Group is lost permanently when this occurs.	• Courtesans move in formation around Ezio when hired, shielding him from the eyes of all potential aggressors, suspicious targets and Harassers.	• Automatically peel away to distract guards who pass within a certain distance. • Very poor in combat; will often fall to enemy blades within seconds. • Slow and cannot climb or free run.
Mercenaries	Fight: group will attack the highlighted individual (and any nearby allies). Ezio takes no responsibility for the battle that ensues, and sustains no Notoriety penalties.	• Hired Mercenaries will automatically rush to Ezio's aid in combat. • Peerless combat abilities.	• Incapable of climbing or free running. • Cannot be recalled while still engaged in combat: you must wait for the battle to end. • Very slow movement speed.
Thieves	Lure: group will leave Ezio and entice guards to follow them for a while. Group is lost permanently after using this skill.	• Extremely fast; excellent free running and climbing abilities. • Will fight alongside Ezio if he is attacked or enters combat.	• They will fall quickly to the blades of stronger opponents unless Ezio intervenes.

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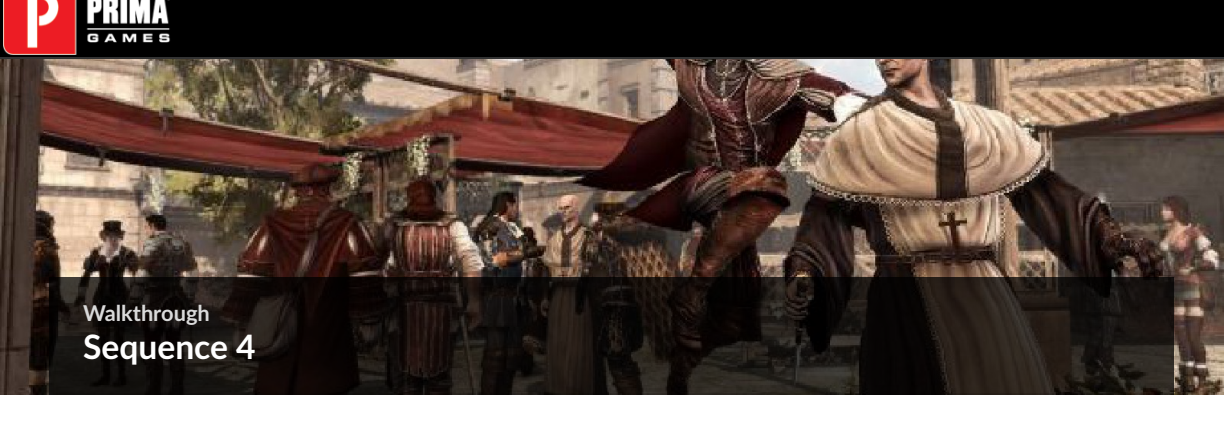


Walkthrough

Sequence 4

Memory 01

NOTE:

Beginning with Castello Crasher, memories 01 to 04 are completed in one continuous sequence, with no opportunities to explore Rome or attend to optional activities. We strongly advise that you purchase the Crossbow from a Blacksmith and ensure that you have a full stock of Throwing Knives before you begin.

CASTELLO CRASHER:

This memory is a sizable undertaking, and not merely because of the exacting Full Synchronization condition. The most important stealth tip we can offer for this mission is this: if a Detection Meter icon should appear above the head of a guard, either kill them instantly with the Crossbow, or hide to break any direct line of sight, and wait for the icon to disappear.

From Ezio's starting position, climb down a ladder to the right of the Ponte Sant'Angelo and use the posts to cross the Tiber and reach the wall on the opposite bank. Now traverse across to the waypoint marker on a wooden platform. Stay out of sight, and watch the guards in the nearby garden. Wait until the soldier carrying a spear (a Seeker – more on which shortly) moves to the other side of the fountain, then hide in the pile of hay. When he approaches, equip the Hidden Blade and press the Weapon Hand Button to kill him and hide his body in one fluid movement. Now emerge from your hiding spot and – carefully! – kill the other two sentries from distance with the Crossbow.

Climb the ladder to trigger a cutscene. Once this ends, scale the ramparts to the north and hang from the ledge. Use the "Low Profile" Assassinate from Ledge move to kill the guard directly above. Traverse to the left until you are out of sight of a guard on a rooftop further east, then climb up.

Move to the west until you espy a single guard patrolling below in the area inside the ramparts. Trigger the nearby waypoint, then disable him from above with a Crossbow bolt as he approaches. Now climb down and free run to the north along the inside of the west wall via the available fixtures. When you reach the wooden beams, watch the sentry ahead carefully to get a feel for his movements. When he walks away from Ezio, quickly free run to a place of concealment on a ledge directly ahead (Fig. 1). Climb to the edge of the roof above, then perform a ledge assassination on the sentry when he returns to stands above. As you hurl his body to the ground, note that the guards below will move to investigate, so it's prudent to climb up quickly and move to the northwest corner.

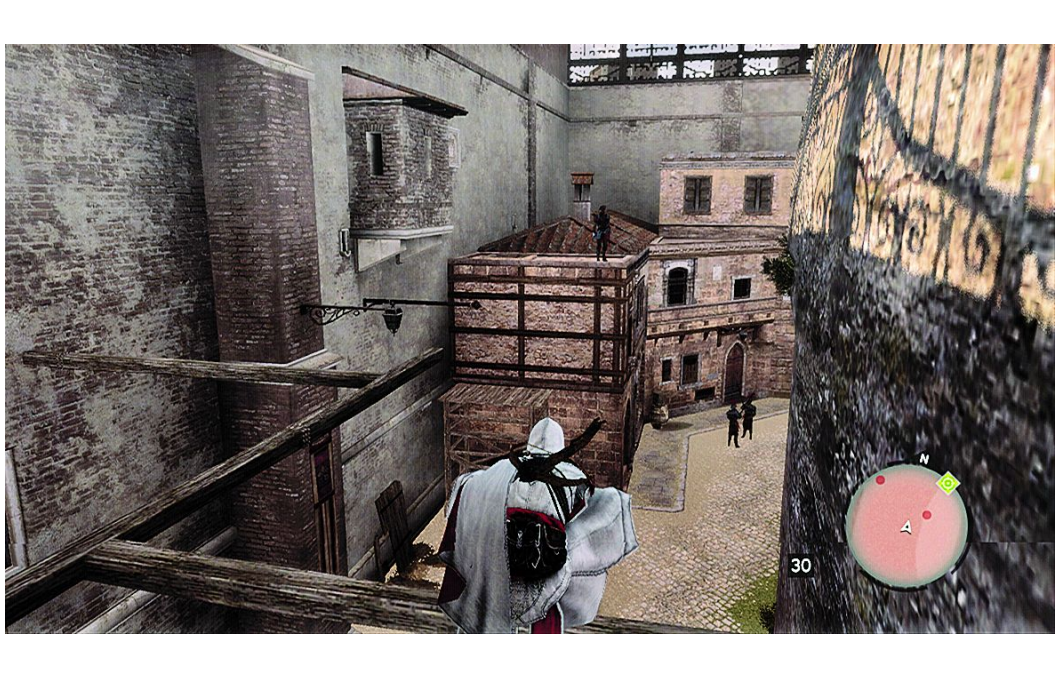


Figure 01

From this position, there is one further sentry to the east to disable before you can safely make your way over to the nearby waypoint marker. Be very, very careful about how you approach him, and be ready to retreat to the northwest corner if his demise, ideally by Crossbow or Throwing Knives when his back is turned, should attract attention. When you reach the waypoint marker over the rope bridge, time your initial climb to the movements of another guard further east. This is the last point of danger for the present time.

The climb to the top of the Castello is exhilarating yet linear, with only the introduction of the Catch Back move offering any challenge. Once you reach the roof, watch the sentry above. Emerge to disable him once he turns his back, then do the same for a second further north (hide behind the chimneys if required) and a third in the courtyard below. Now drop down and head through the open doorway at the waypoint marker. Head down the staircase, then stand at the top of the steps through an opening to the right and watch for the guard patrolling below. Move just within range, pre-charge a Crossbow shot (hold the Weapon Hand Button), then acquire Target Lock as he passes and release instantly.

Now run to the bottom of the steps, then head up the staircase to the left. Approach the final waypoint marker with great caution, and watch as Caterina entices the guards over to her cell. Once their backs are turned, equip the Throwing Knives. Sneak up behind them and use the Flying Knives Special Attack (hold the Weapon Hand Button, then release) to disable both simultaneously.

Optional Activities

Though there are an abundance of side quests to perform for the Thieves, Courtesans and Mercenaries at this stage, there is one small snag: the memory activators do not appear on fogged areas of the overview map. However, a major development during this Sequence marks the optimum time to clear Borgia Towers and visit all available Viewpoints. After you have accomplished that task, you can tackle these Secondary Memories at your leisure.

You should now have passed 15% Total Synch, which unlocks the first of the unique Cristina memories (). See the Side Quests chapter for more details.

Though you cannot begin renovating Rome in earnest at this stage, we suggest that you invest funds in opening all available businesses in Rome – especially those that surround Ezio's Hideout. This makes shopping for items more convenient, and also provides a central Bank where Ezio can periodically collect dividends from the Rebuilding Rome metagame.

Shops & Shop Quests

Though most purchases remain out of Ezio's financial reach until later in this Sequence, this seems a good time to introduce the different types of vendor. While the Crossbow is an invaluable acquisition for the Castello Crasher memory, we would also suggest that you purchase the Roman Greaves armor to increase Ezio's total Health Meter. Everything else can be regarded as a luxury until later Sequences.

Blacksmiths sell weapons, armor and ammunition. Ammunition can prove surprisingly expensive, so we suggest that you instead regularly replenish your stocks by looting defeated opponents.

Tailors sell a range of upgrades that enable Ezio to carry more supplies. Two of these (the Smoke Bomb Pouch and Heavy Sheath) actually unlock a capability in their own right, but are probably beyond Ezio's means for now. Tailors can also customize the color of his main outfit and cape for a fee, but you should note that this is a purely aesthetic upgrade.

Art Merchants sell works of art that can be acquired for Ezio's Hideout (a low priority for now) and Treasure Maps, which reveal the locations of Treasure Chests. These are linked to the location where they are bought; therefore, you must visit an Art Merchant in Antico to acquire Treasure Maps for that district.

Doctors sell Medicine and Poison, and can heal Ezio instantly for a small fee. Note that the first two items can (as with ammunition) be acquired at no expense by regularly looting fallen foes.

Banks do not offer purchases, but enable Ezio to study his progress in upgrading Rome and withdraw his current balance.

The Shops on Tiber Island are unlike others in that they offer Shop Quests. By supplying a vendor with a specified number of Trade Items, Ezio can acquire valuable items (including armor, weapons and Treasure Maps) for free. For more information on Shop Quests, see the Side Quests chapter.

Drop & Catch Back

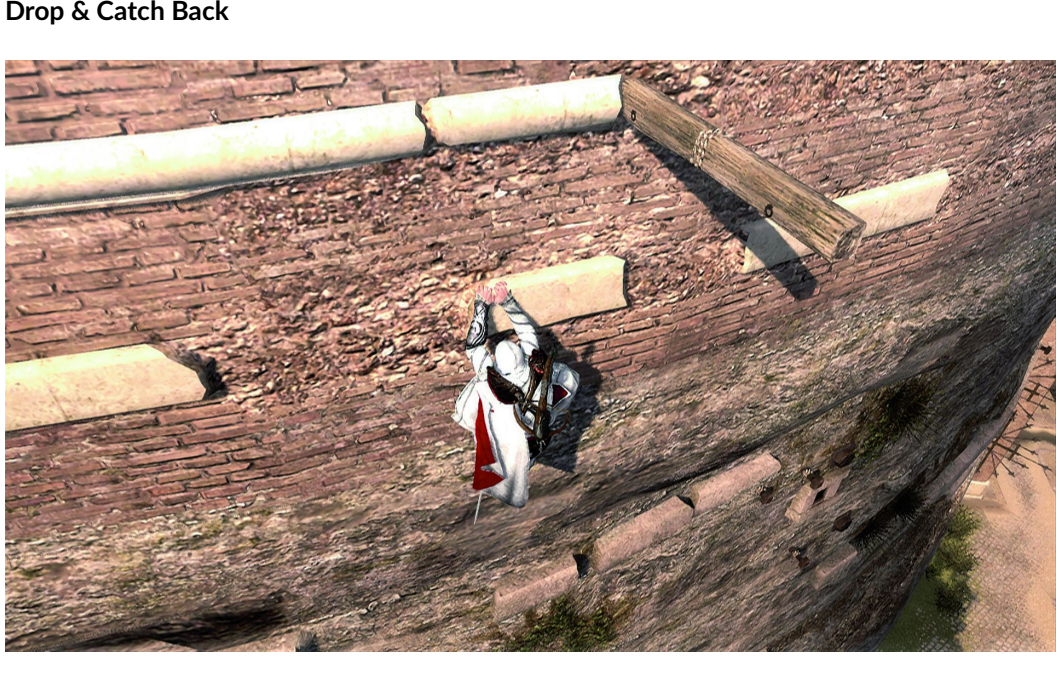


Figure 02

Introduced during the Castello Crasher memory, the Catch Back move is an advanced climbing technique (Fig. 2).

- If Ezio must reach a ledge below his position, but there are no available hand-holds for a measured descent, tap the Empty Hand Button to make him release his grasp. Press and hold the button again to grab a ledge below as he approaches it.
- When there is no Leap of Faith to be found on a tall building, this skill can be employed to make rapid descents to lower elevations.
- You can also perform a Catch Back if Ezio is hit by a projectile while climbing, or to grab ledges after an extra-long leap. Use the Movement Stick to direct Ezio to the surface you would like him to hold.

Memory 02

FEMME FATALE:

This memory focuses on combat, so there's no explicit need for stealth. Return to the corridor in the north of the building (where Ezio first entered in the previous memory), then head up the staircase to the east. After the cinematic, approach Lucrezia.

Fight the waves of guards when they rush to her aid. The Agile archetype is introduced here, but all opponents will fall to sword-based Counter Kills and careful Execution Streaks if you are attempting to satisfy the Full Synch requirement. Before you follow the prompts to take Lucrezia hostage, you can quickly loot bodies to replenish Ezio's ammunition stocks.

Approach Lucrezia and pick her up with the Empty Hand Button; Ezio can then carry her back towards Caterina's cell (Fig. 3). Further waves of guards will run in to attack during the journey. On each occasion, drop the hostage, dispatch all aggressors, then run and Tackle Lucrezia before she can escape. Note that she will struggle free at regular intervals. When the prompt appears, press the Empty Hand Button immediately to pick her up again.

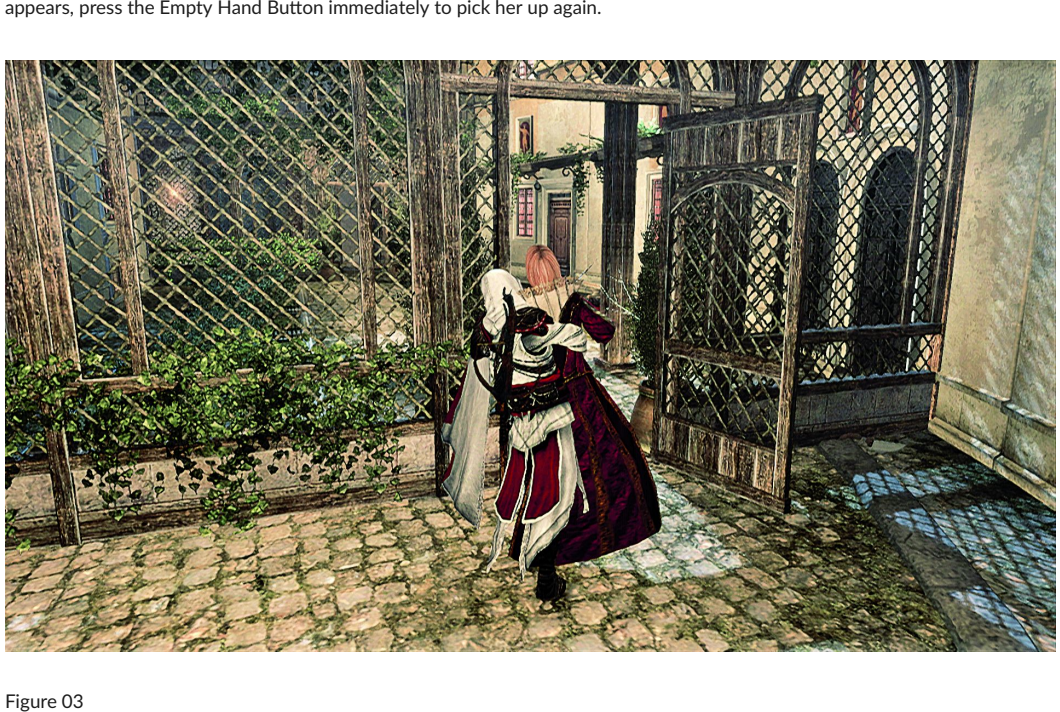


Figure 03

Memories 03 & 04

THE BURDENS WE CARRY:

The Full Synch requirement once again calls for total stealth, and you need to act fast. Carry Caterina into the storeroom to the right of Lucrezia's cell and lower her to the ground, then wait and watch for the arrival of two guards (one of whom stays in the adjacent room). Dispatch these with projectiles when their backs are turned. Note that you can only travel a set distance from the incapacitated Sforza during this memory. Move too far away, and you'll invite immediate Desyncronization.

Collect Caterina, then head down the stairs; you will see a Seeker run past and down the next flight of steps leading to the lower level. Stand and observe this area, noting the patrols of two other guards that cross his path. After memorizing the routine, move forward carefully to pick off the Seeker with the Crossbow. After they stop to examine the corpse, you can then follow and dispatch the other two guards (Fig. 4). Collect Caterina, then proceed to the next waypoint. Approach the trapdoor with Caterina in Ezio's arms to trigger a cinematic.

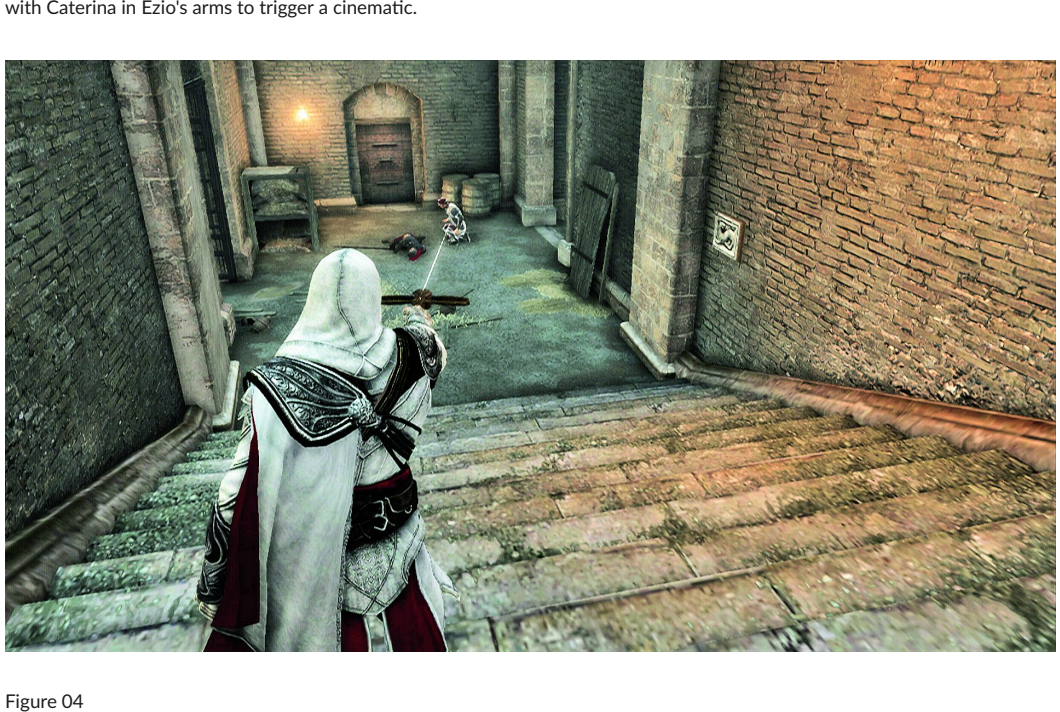


Figure 04

Assassinate the Seeker as prompted from the haystack, then kill the guard in the corridor with a projectile when his back is turned. After killing a third guard, carry Caterina through the exit to the south. You must now interact with two levers to open the gate. As before, pick off any remaining patrols with the Crossbow. Once the gate is open, walk into the waypoint to end the memory.

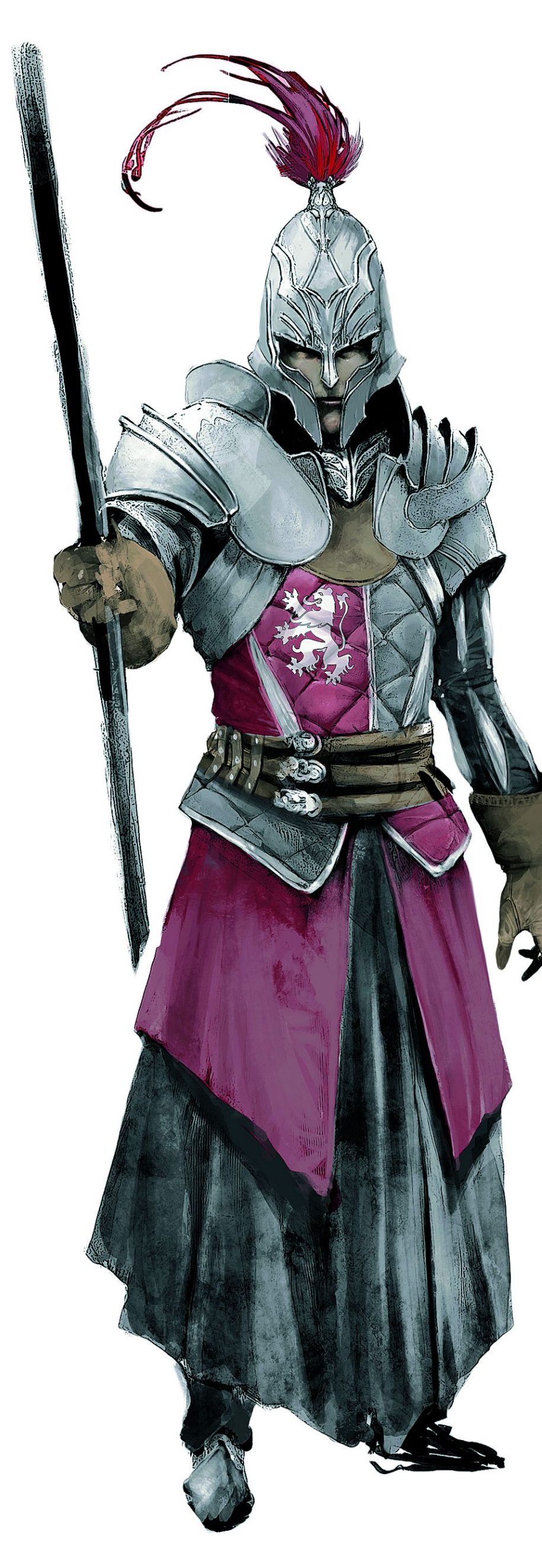
GUARDIAN OF FORLÌ:

Ezio must remain at the far side of the Ponte Sant'Angelo until the timer expires, facing escalating combat difficulty as the clock counts down. Execution Streaks can make this battle much, much easier, and it's the perfect place to hone your skills. There is no need to escape immediately once the timed period ends – Ezio will be at full Notoriety, so it actually makes sense to kill the Agiles before he flees. This also provides an additional opportunity to complete the Full Synch condition, as the memory does not end until Ezio leaves the highlighted zone and becomes anonymous.

Enemy Archetypes

Though you may have encountered occasional Seekers, Agiles and Brutes while exploring Rome, Sequence 04 marks the point at which they begin to appear regularly during main story memories. The following tips should help you to enjoy greater success in battles against them. If you have no objection to gameplay spoilers, consult the Reference & Analysis chapter for additional insights and underlying statistics.

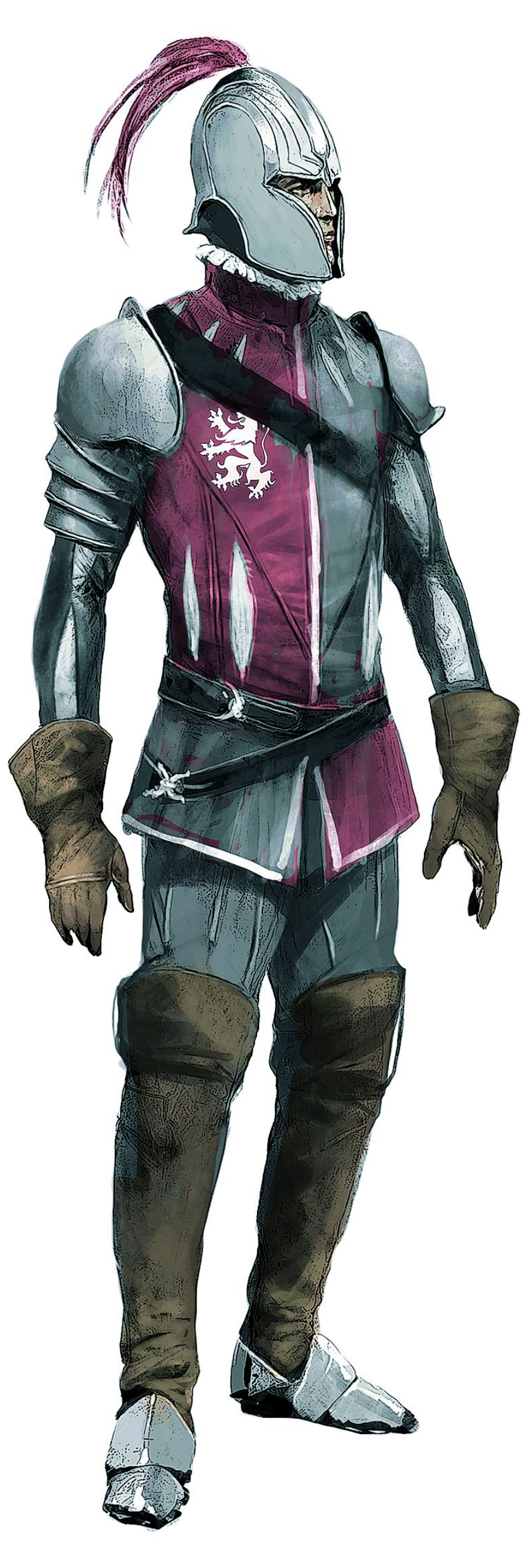
Seekers



Easily identified by the polearms they carry, Seekers exhibit unique behaviors both in and out of combat encounters.

- As their name suggests, the primary purpose of Seekers is to reconnoiter for miscreants and criminals. On patrol, they may stop to examine any hiding spots or groups of civilians they encounter. While Incognito, being discovered by a Seeker will lead to a scolding and a minor Notoriety increase. If Notorious or attempting to evade ongoing conflict, a fight will ensue.
- In open conflict, they tend to exploit their range advantage in larger groups. They have a Special Attack: the Throw Sand technique, which causes no damage but stuns Ezio for a short period. If you recognize the signs that they are poised to perform this, be ready to dodge or attack to avoid the consequences.
- Seekers can resist Counter Kills performed with Small, Medium and Heavy weapons, and must have their guard broken with a Kick for Ezio to begin a combo or perform a Grab. Interestingly, though, they are highly susceptible to Disarm. Appropriating a Long weapon in this manner and killing the owner is a great way to set up a devastating Execution Streak.

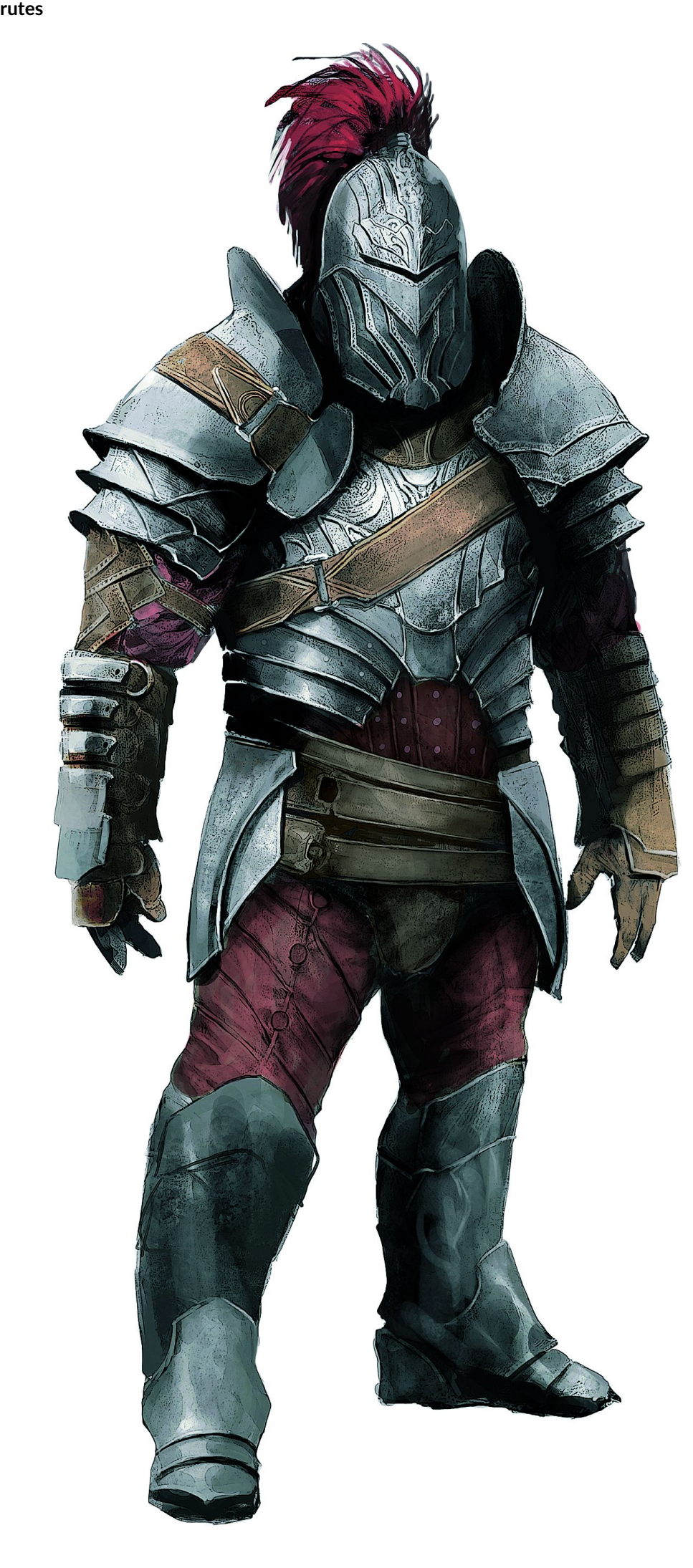
Agiles



Typified by their svelte physique and athletic prowess, Agiles arguably pose a greater danger when Ezio seeks to escape conflict.

- In combat, Agiles can dodge Ezio's blows and Kick attempts, and may attempt to restrain him with a Grab. Disarms and Counter Kills, however, are two techniques that they consistently fall afoul of.
- In a group battle the fast knifework of an Agile can disrupt Execution Streaks, so it's perhaps wise to make them a primary target whenever possible. Be ready to employ a Counter Kill to deal with their darting strikes.
- Agiles are the fastest of all enemy archetypes, and have exemplary free running and climbing skills. If you are finding them hard to shake, try hard-to-follow sequences of leaps over rooftops, use Throw Money to fill their path with civilians, or escape via a Lift – you may even manage to crush them as the counterweight crashes to the ground.

Brutes



They may lack speed and finesse, but Brutes more than compensate for these shortcomings with raw power and aggression.

- Their purposeful yet ponderously slow sword swings may be reasonably easy to sidestep if you see them coming, but cause massive damage if they connect. The power-up Smash Special Attack, in particular, can break through Ezio's guard instantly and knock him to the ground with great force.
- Brutes are immune to Counter Kills performed with Small, Medium and Heavy weapons; countering with a Long weapon appropriated from a Seeker will be successful, though. Ezio must perform a Taunt (press the Head Button with a Brute highlighted) to enrage them and render them vulnerable to the Disarm technique. They must also be thrown off-balance with a Kick before they become susceptible to combos or the Grab move. As they wear full facial protection, the Throw Sand special move has no effect on them.
- As with Agiles, it's a good idea to set up an Execution Streak and disable Brutes as a priority.
- If you are struggling in a battle with Brutes, note that they have a pedestrian top speed and no climbing ability. Put a little distance or elevation between Ezio and these foes, and it's easy to pepper them with your projectile of preference.

Memories 05 & 06

MAN OF THE PEOPLE:

A short and straightforward memory, Ezio's sole objective is to enlist two citizens to the Assassins Guild. See "Recruiting Assassins" for further information.

SERIAL OFFENDER:

With two Assassin trainees at his disposal, Ezio has the opportunity to put them through their paces as he hunts the predatory Malfatto. After reaching the first waypoint, follow the gestures made by each Courtesan on the route until you reach your target; should you lose your way, consult the Mini-Map to see a waypoint marker. On the final leg of the journey, approach the murderous doctor until he is highlighted (Fig. 5), then tap the Call Assassins Button to order the novices to strike.

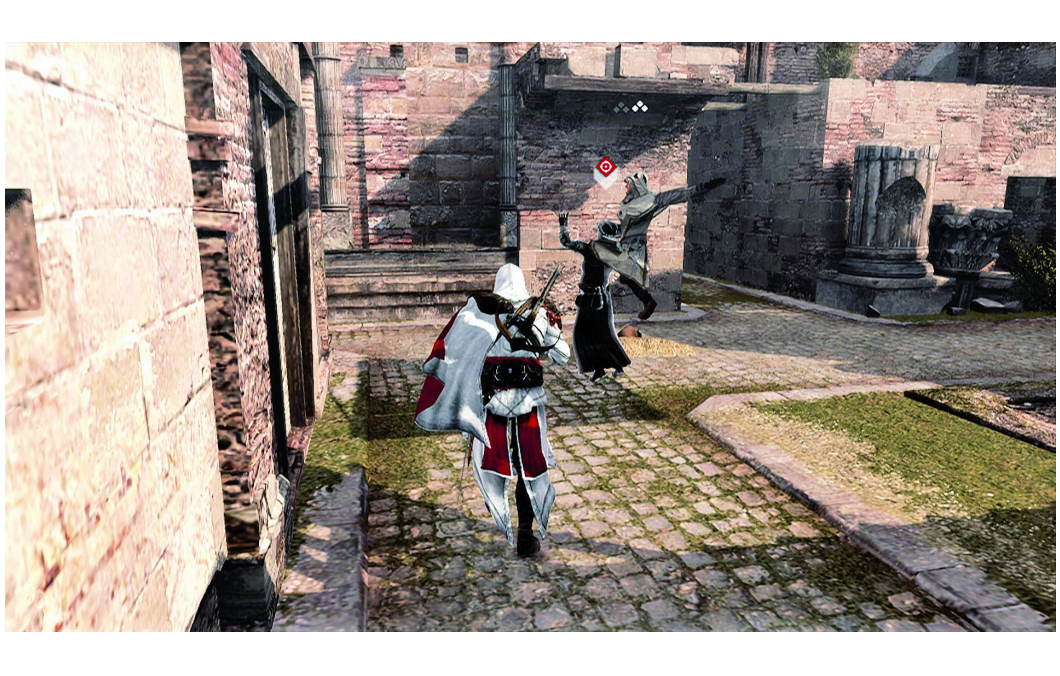


Figure 05

Memory 07

HUMAN CARGO:

Silvestro Sabbatini can be located on the west side of Ponte Emilio, a bridge just south of Tiber Island. Use Eagle Vision to identify him from range, then trail him over the bridge from a safe distance. Stop when he turns to check behind. Once he turns to head south on the opposite bank, quickly run to catch up and hide behind the wall to the left of a scaffold. After passing the storefront not far away, Sabbatini will suddenly break into a sprint and eventually run beneath an arch (Fig. 6). Don't panic: just jog after him from a safe distance and approach his position cautiously, reestablishing visual contact with the Camera Stick as Ezio stands out of view.

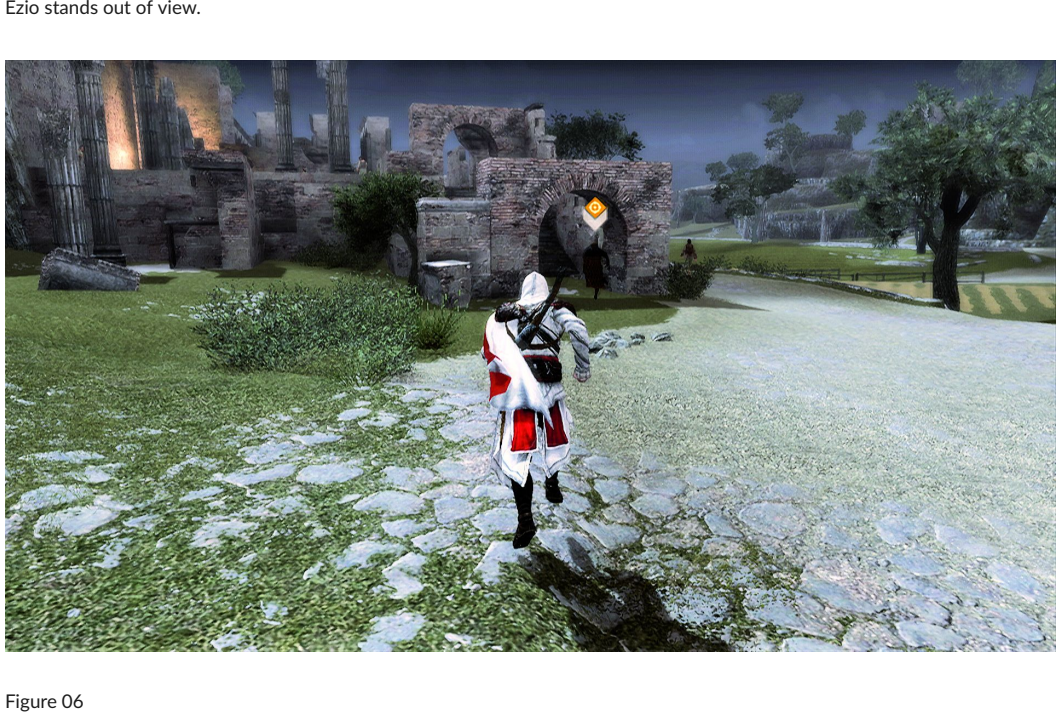


Figure 06

At the top of the steps, it's a straight walk in the slaver's wake to a location where his henchmen await. Inch around the corner carefully, target Sabbatini, then order Ezio's recruits to slay him. Enter the fray to kill all soldiers marked with target icons as, though enthusiastic, the Assassin initiates may struggle to beat multiple opponents at this nascent stage in their development. Finally, approach the nearby Pigeon Coop to end the mission. Consult the Contracts section for more information.

Recruiting Assassins

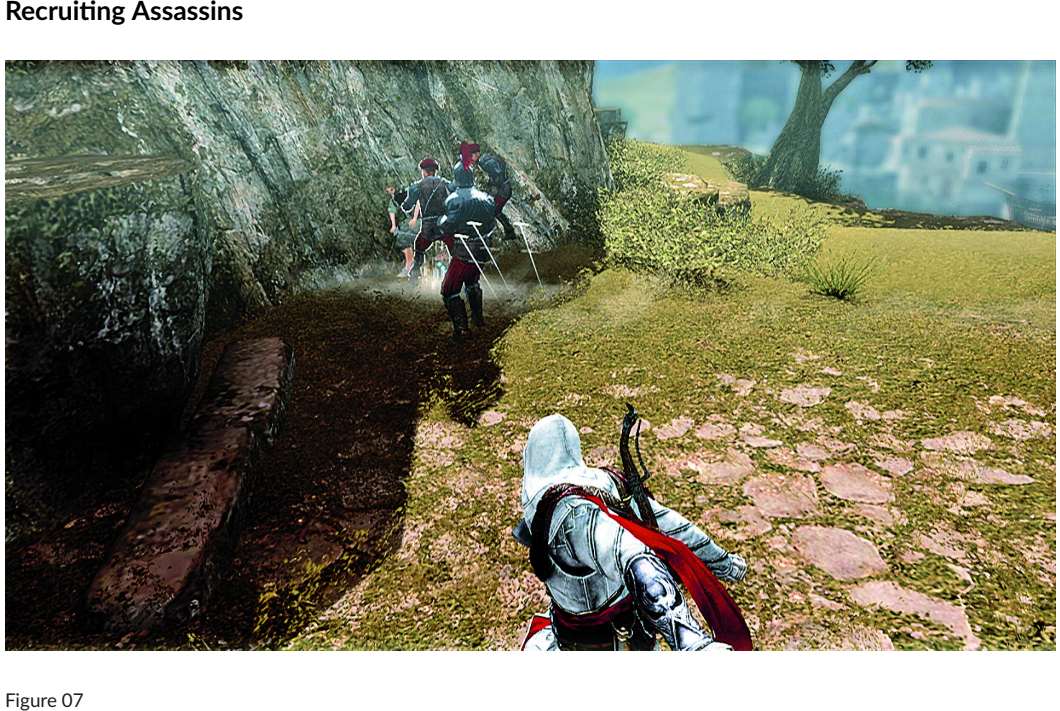


Figure 07

Completing Man of the People unlocks the ability to recruit citizens into the ranks of the Assassins Guild. Ezio can enlist two novices initially (a task fulfilled during the aforementioned memory), then enroll an additional junior Assassin for every Borgia Tower conquered, up to a maximum of 12.

Whenever you have a slot free, an icon will appear throughout Rome. On arrival at the scene, Ezio will encounter different permutations of the same scenario: a brave citizen in a stand-off against a group of guards. Intervening decisively before the initiate is killed is rarely difficult, though the following tips will certainly help.

- Always check for patrols before you approach a prospective recruit: if any are within range when conflict begins, they will take part in the resultant battle.
- In many instances, Ezio can run in and interject with Hidden Blade kills, dispatching at least two guards before the others notice his involvement. It's usually a good idea to target the most powerful enemy first.
- For a stylish intervention, use the Flying Knives Special Attack to eliminate guards instantly (Fig. 7). This technique is always advisable when the recruiting scenario takes place close to a sheer drop. If you don't deal with the guards quickly, a chance blow can send a recruit plummeting to their doom.

GUILD ASSASSINATIONS

Once the Man of the People memory is complete, a new gauge called the Recruit Meter appears in the top left-hand corner of the screen (). This red-filled block is an Assassin Signal. Whenever this is available, Ezio can order his guild members to strike, or join him in combat. After the Assassins depart, the ability cannot be reused until the Assassin Signal is completely red.

Assassin Signals can be used in three ways. The first is a Guild Assassination order issued outside of open conflict. Lock an assailant, then tap the Call Assassins Button (e / O) to order Ezio's subordinates to slay the target (Fig. 8), then engage other active hostiles before making their escape. In open conflict, press the button to summon assistance. Two Guild members will rush to Ezio's aid, departing once the fracas ends. Finally, there is a special Arrow Storm attack that can be unlocked once Ezio has six recruits.

The ability to summon Assassins is a powerful weapon, but there are additional rules, features and conditions that you should bear in mind before you begin to employ it regularly.

- Ezio will not be attacked or sustain Notoriety penalties when he orders Assassins to kill targets unless he deliberately enters the fray. That said, it's always possible to lend a hand by killing or weakening enemies with projectiles from a safe distance or elevation.
- Assassins will die in combat if they sustain critical damage. Watch the Health Meters that appear above their heads, and be ready to intervene should the tide of the battle turn against them. If an Assassin dies, you must enroll a new replacement. We strongly advise that you avoid calling Brotherhood members while fighting close to deep water – like all non-player characters, submersion leads to instant death.
- Assassins will tailor their arrival in accordance with environmental features and the position of their targets. They can jump down from rooftops, leap from hiding spots, or dash from nearby alleyways to strike. If a target is under the cover of a roof, though, Assassins will need to approach by a more conventional route – with obvious tactical repercussions.
- Assassins usually attack in pairs. A new Assassin Signal is added to the Recruit Meter for every two active Assassins, up to a maximum of three (). Assassin Signals are subtracted when the number of available Assassins falls to five and three, though only one recruit need be available for the first Assassin Signal.
- Ezio's available Assassins are always summoned in order of seniority. Though Assassins gain XP if called into combat, the sums accrued are nominal. The best way to train recruits is to send them on specific assignments. See "Primer: Contracts" for more details.
- The ability to call Assassins is unavailable during certain optional memories, such as Followers Lairs.

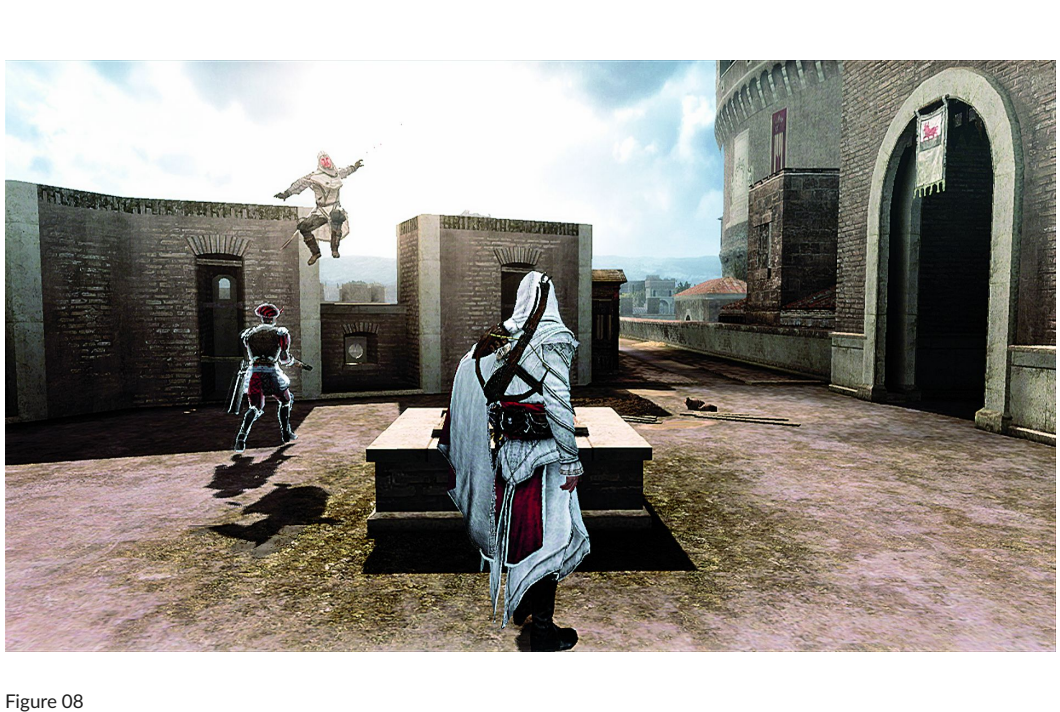


Figure 08

Memories 08 to 11

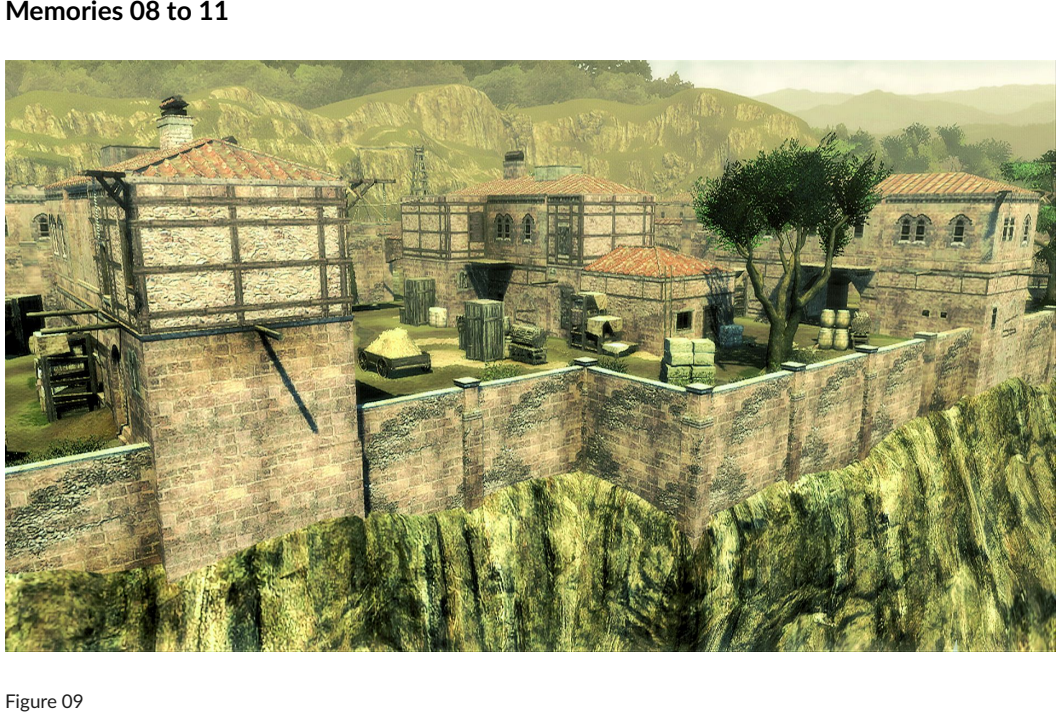


Figure 09

AN UNEXPECTED VISITOR:

This memory is predominately a cutscene, but provides Ezio with the opportunity to buy a special upgrade from Da Vinci. See the "Leonardo" entry for more information.

WAR PLANS:

Hire the Mercenaries standing by the roadside en route to the waypoint, then approach the Templar Overseer and his group. Order the Mercenaries to attack (thus achieving Full Synch), then either stand back and watch, or send Ezio into battle. Once the Overseer falls, this short memory ends.

OUTGUNNED:

Before you begin this memory, ensure that Ezio has a full supply of Medicine, and – if his finances allow – a complete set of Roman armor. Ezio is instantly transferred to a location outside Rome once he steps into the waypoint marker.

From his start position, perform a Leap of Faith into the haystack below. Exit immediately and follow the south wall of the compound until you reach the southeast corner. When the coast is clear, climb onto the east wall and hang from the side overlooking the cliffs.

Traverse along the outside of the wall until you reach a building. Ease Ezio up onto the wall, then quickly climb up and move around to the safety of the east face before any guards can detect him. Move onto the wooden beam, then swing around the corner; from here, lower Ezio to the ground and, once again, hang from the east side of the wall above the sheer drop (Fig. 9). If you're quick, the nearby guard will not spot him.

Traverse to the right until you reach a second building, then climb back up. Now walk calmly to the west. Don't run, or you may attract the attention of guards stationed to the north and south as you pass them. As you approach the area marked in yellow on the Mini-Map, take cover behind the pile of stone situated to Ezio's left. If you watch to the west, you will eventually see a Brute step into view and face south; the blueprints are in the area he is guarding. Wait until he resumes his clockwise patrol, then Fast Walk to tear the blueprints from the wall as the Brute walks away from them.

When the cutscene ends, ensure that the Brute is looking elsewhere, then climb onto the small low roof to the west and, from there, jump to the building to the north. Run over the roof, passing over the waypoint marker below, then drop down at the far side; use the Catch Back technique to avoid both damage and unnecessary noise. Finally, approach the shimmering barrels slowly and press the Empty Hand Button. You must then run through a short sequence of waypoints to escape the blast radius.

The final section of this memory is an extended chase and shooting gallery set-piece that requires little dedicated strategy: just do what comes naturally. That said, the following tips may still prove useful:

- In the initial horse chase, weave left and right to dodge the Machine Gun blasts.
- Once Ezio takes control of the carriage, collide with horsemen to either side of it to halt their pursuit.
- In the final shooting gallery sequence, aim for the horses: they represent larger targets than their riders, and the net result is identical. Prioritize nearby horsemen, as only they can fire on Ezio. You should now also appreciate why we suggested stocking up on Medicine and equipping armor before undertaking the memory...

THE PLAN:

This cutscene marks the conclusion of Sequence 04. When direct control is briefly reestablished, follow the onscreen instructions to proceed.

Primer: Contracts

Not to be confused with the assassination commissions performed by Ezio for the Mercenaries Guild, Contracts are special assignments where members of the Assassins Guild can accrue experience and rewards. Use the following step-by-step guide to send your new recruits on their first missions.

1: Interact with a Pigeon Coop, the doorway of an Assassin Tower (a cleared Borgia Tower) or the map inside Ezio's Hideout. Now select the Contracts menu.

2: Select any location from the list of destinations that appears, and study the available commissions. All Contracts are graded by a Difficulty rating. For now, select an assignment with the lowest possible difficulty ().

3: Select an Assassin and press the Head Button. The Assassin will be sent on the assignment immediately, and will be unavailable for any purpose until the specified Synch Duration has elapsed. Select another Contract and perform the same task with your second recruit.

4: Once both novices are home safely (as notified by a pop-up message), return to the Guild interface and select the Assassins menu to upgrade them. Advancement through nine of the ten Brotherhood ranks will result in the award of a Skill Point that you can invest in either the Armor or Weapons category.

5: You are now free to send the Assassins on further commissions. Their ability to complete Contracts increases with each rank, so you should find that your novices are now capable of completing missions marked by a Difficulty rating with a high probability of success.

That, in a nutshell, is the essence of using the Contracts system, though there are finer details and features that you should know of:

- Consider the Odds of Success rating carefully before you send Assassins on assignment. Anything less than a perfect 100% means that there is a probability, however small, that the Assassins could be killed. In these instances, you have the option to send up to five Assassins on a single Contract. The XP gained will be shared between all participants.
- In addition to weapon and armor enhancements, Assassins are automatically equipped with a Pistol at the Discepolo rank (Level 5), and Smoke Bombs once they reach Veterano (Level 8). All of these upgrades are only relevant when the recruits are called into combat. For lower-rank Assassins, we would suggest that armor is the more valuable augmentation.
- There are two forms of assignment: regularly replenished "generic" commissions where difficulty is rated with , and tougher "unique" assignments (identified by an alternative rating). Unique assignments tend to offer rewards commensurate to the heightened challenge they represent (including a specified Trade Item), but require strong Assassins or multiple agents to complete.

We highly recommend that you read the Metagames section of the Side Quests chapter to learn how the lucrative Contracts system can finance equipment purchases and renovations in Rome.

Leonardo

Once reunited with Da Vinci (a close friend and ally during the events of Assassin's Creed II) in the An Unexpected Visitor memory, Ezio can purchase one of the following three special pieces of equipment. To acquire the final two, he must find and sit on specific benches, marked with a distinctive icon () on the overview map.

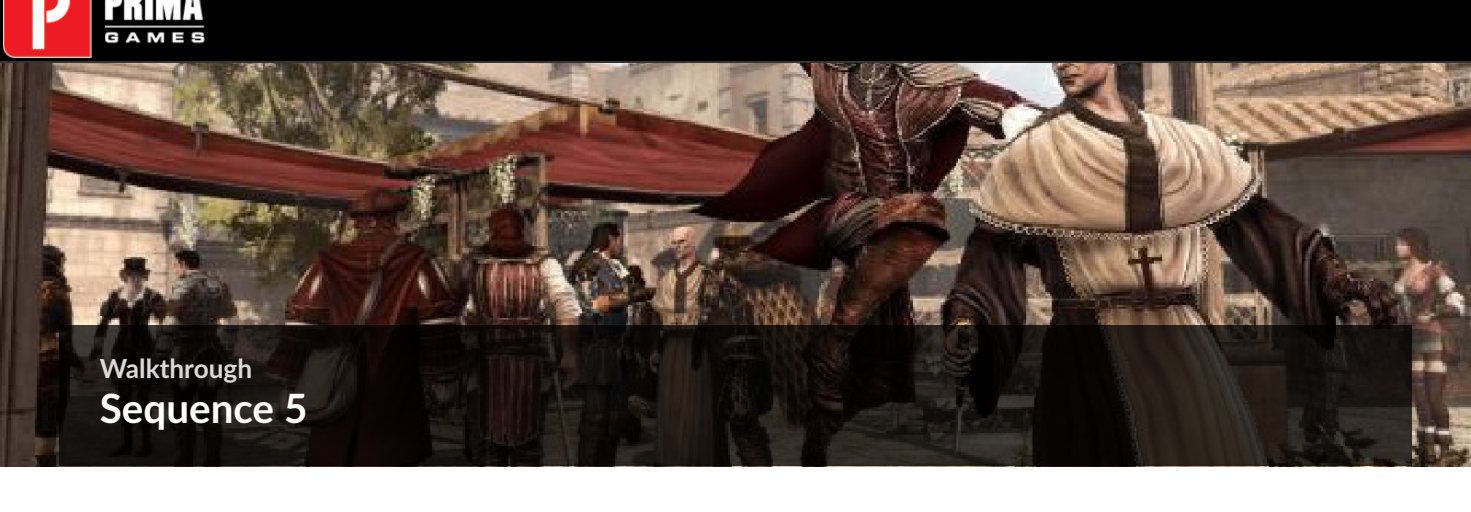
Double Blade

- This upgrade costs an affordable 3,800 florins, and should be your first purchase. The Double Blade augments Ezio's existing repertoire of assassination techniques by enabling him to kill two opponents in close proximity at once.
- Acquiring the Double Blade allows Ezio to purchase the Vambraces armor part from Blacksmiths, increasing his total Health Squares.

Poison Darts

- The Poison Dart upgrade costs 7,500 florins. Target an oblivious assailant with the Poison Blade equipped, then hold the Weapon Hand Button to aim; release the button to fire a dart.
- In essence, Poison Darts enable Ezio to inflict the effects of a standard Poison Blade attack from a safe distance. This can be employed to create distractions, or to kill a specific target discretely.
    - The Climb Leap Glove costs 6,100 florins. To perform a Climb Leap while hanging from a ledge, hold the High Profile Button, then tap the Legs Button. Hold the Empty Hand Button to grab a ledge within Ezio's reach.
    - Though rarely mandatory for any potential climbing task, you can find new and convenient shortcuts with the Climb Leap Glove equipped.
    - The Climb Leap Glove increases the damage that Ezio deals while fighting with his fists. This can make the fights held at the Barracks a little easier.

Climb Leap Glove



Walkthrough

Sequence 5

Memory 01

Note

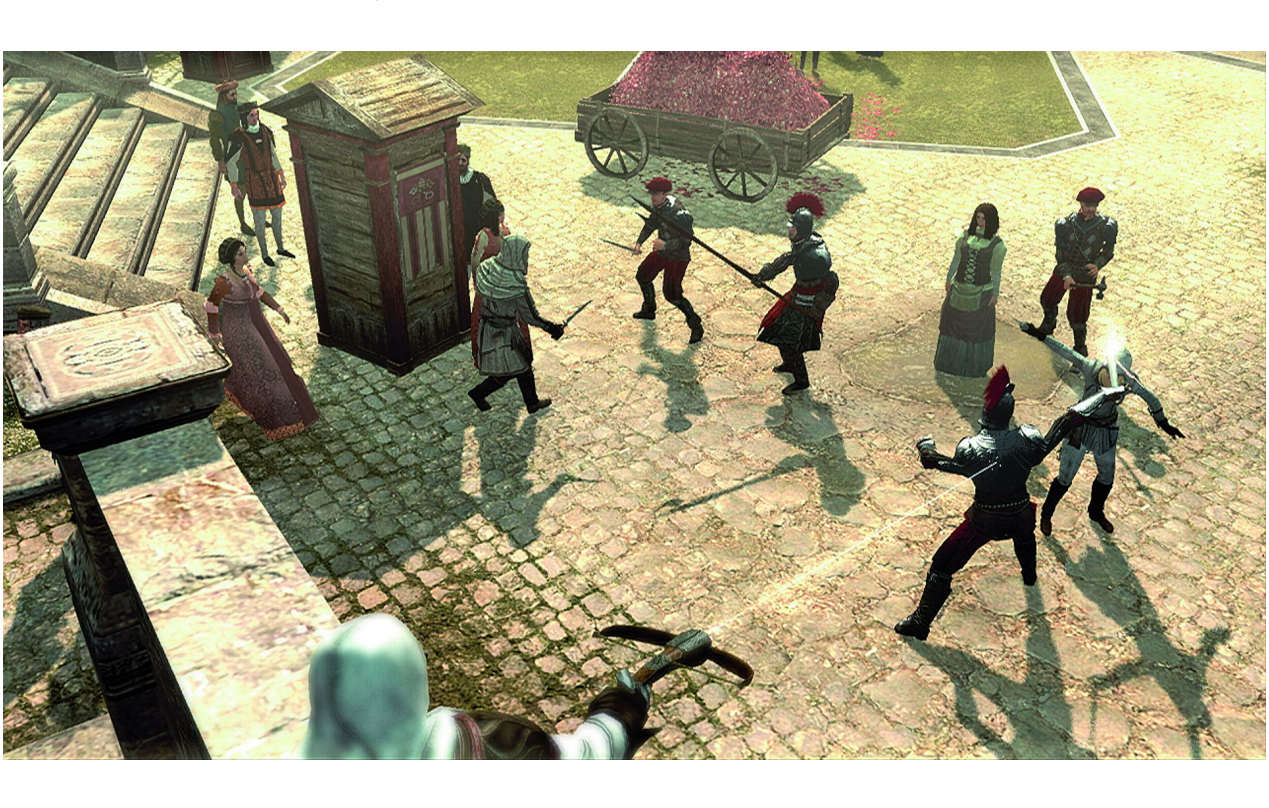
Try to have six senior recruits (and, therefore, three full Assassin Signals) available before you begin memory 01. You should also ensure that you have at least 3,000 florins before you play memory 02.

ESCAPE FROM DEBT:

Speak to Claudia at the Rosa in Fiore, then head to Capitol Hill to locate Egidio Troche. After locating the Senator, watch the resultant cutscene then rush forward to save him. Press the Head Button to order Troche to stand still; press it again to summon him to Ezio's current location. The distance at which Desyncronization occurs is fairly generous, so you can usually leave him in positions free from danger to scout ahead.

All guards that lie between the Senator and safety at the final waypoint will attack him on sight. The most efficient way to keep him from harm, reduce Notoriety penalties and fulfill the exacting Full Synch condition is to employ Guild Assassinations to neutralize every group of guards you encounter, optionally tipping the odds or shortening a battle by disabling opponents with the Crossbow or Throwing Knives from a discrete distance (Fig. 1).

If you would prefer to simply run ahead and kill all guards directly, there are no penalties as long as they don't kill Troche; the Flying Knives Special Attack is a convenient way to dispatch groups quickly. Finally, note that there is no need to reduce Notoriety afterwards as a forthcoming memory will automatically set it at maximum.



Memory 02

The start of Sequence 05 activates new missions for the Mercenaries and Courtesans; speak to Pantasilea and Maria at the respective HQs to unlock these. You can now also complete all three optional War Machine memories (look for the icon on the map). If you followed our advice to clear available Borgia Towers and have a full potential complement of nine Assassins generating income through Contracts, Ezio should be rapidly becoming a wealthy man.

You can invest his earnings in better weapons, and pick up the newly-available Roman Chest Guard to increase available Health Squares. You could also purchase assorted pouches, quivers and belts from a Tailor to increase Ezio's carrying capacity and acquire new equipment: Smoke Bombs (see below) and the Heavy Sheath (which allows you to wield Heavy weapons). More importantly, though, you should definitely begin opening all shops, Banks, Horse Stables and Tunnel Entrances if you have yet to do so. The sooner you invest in upgrading Rome, the more you will profit in the long term.

When Ezio has three full Assassin Signals, hold the Call Assassins Button to perform the special Arrow Storm attack (Fig. 3). This initiates a lethal "smart bomb"-style barrage of projectiles that kills all enemies in Ezio's vicinity. Reflecting its sheer impact, it also consumes all Assassin Signals at once. If you grow weary of an extended combat encounter, have an urgent need to escape, or simply decide to clear prospective opponents from an area before completing an objective, Arrow Storm is a solution unrivalled in terms of raw power and simplicity.

Figure 02

Optional Activities

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Arrow Storm

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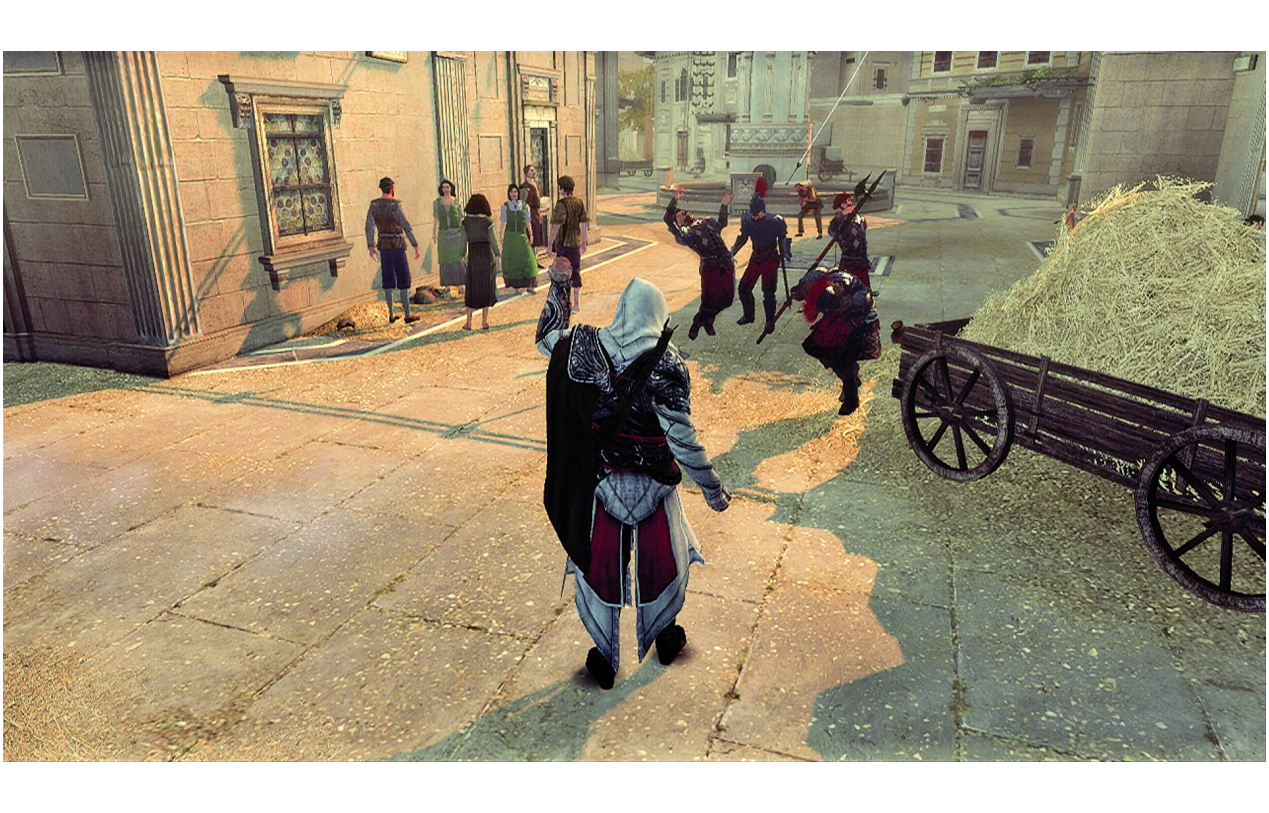
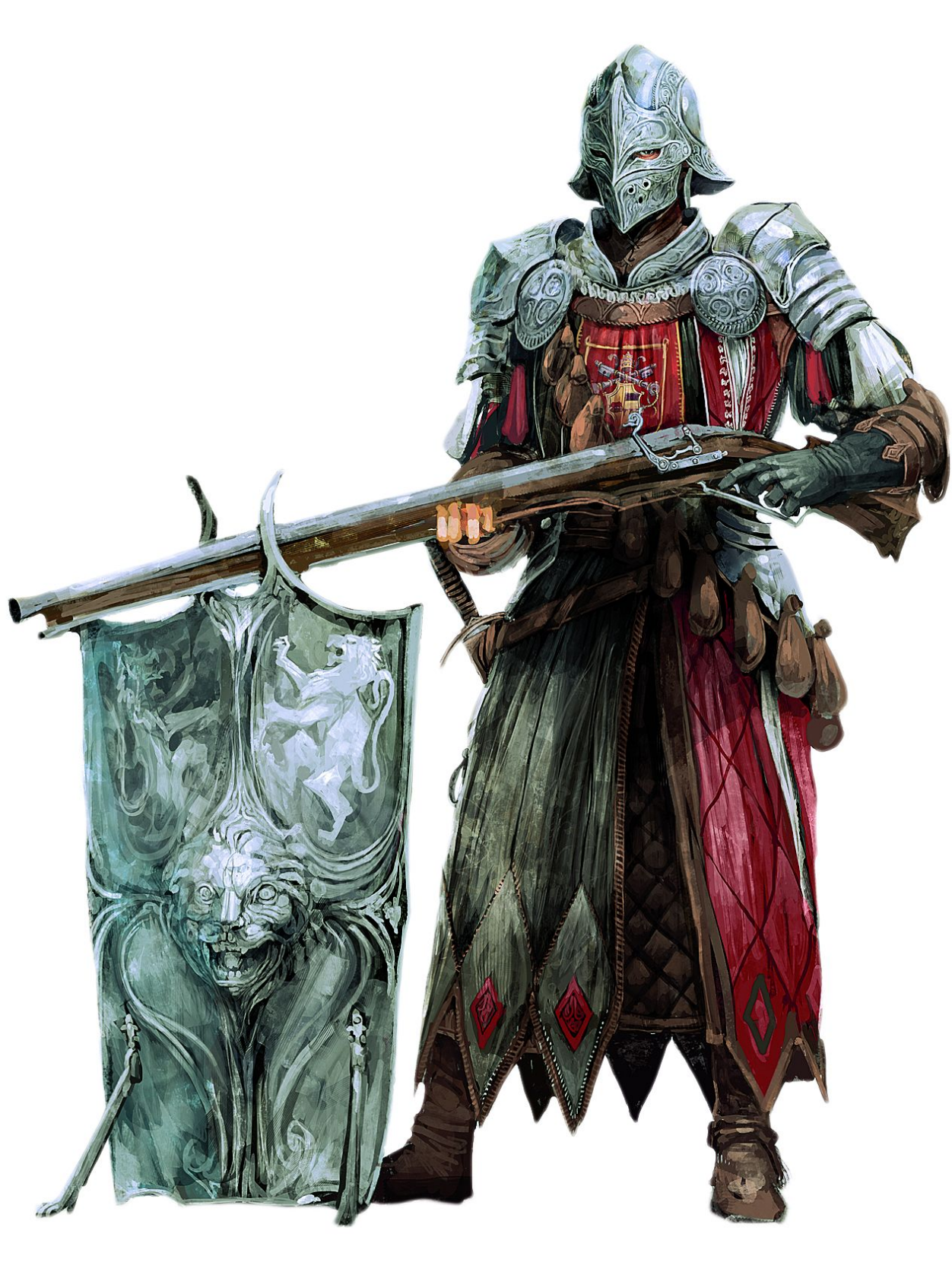


Figure 03

Enemy Archetype: Gunmen



These new menaces, armed with muskets designed by Da Vinci, become a fairly common fixture on rooftops and in heavily guarded areas from this Sequence onward.

- As basic sentries, Gunmen behave in the same way as their crossbow-wielding peers. They can be dispatched with a single projectile from behind.
- In open combat, Gunmen will back away from Ezio as he approaches in an attempt to put their range advantage to use. You may on occasion find it necessary to break out of Fight Mode with the Target Lock Button and sprint to close the intervening gap.
- The primary difference between Gunmen and Crossbowmen is the amount of damage Ezio sustains: guns pack a far stronger punch.

RIFTS

There is one type of "collectible" that we have yet to mention: the mysterious Rifts. There are 10 of these located on buildings in Rome, with only the presence of a special icon () on each structure's Database entry to indicate their presence. Invisible in normal light, Rifts can only be detected with Eagle Vision.

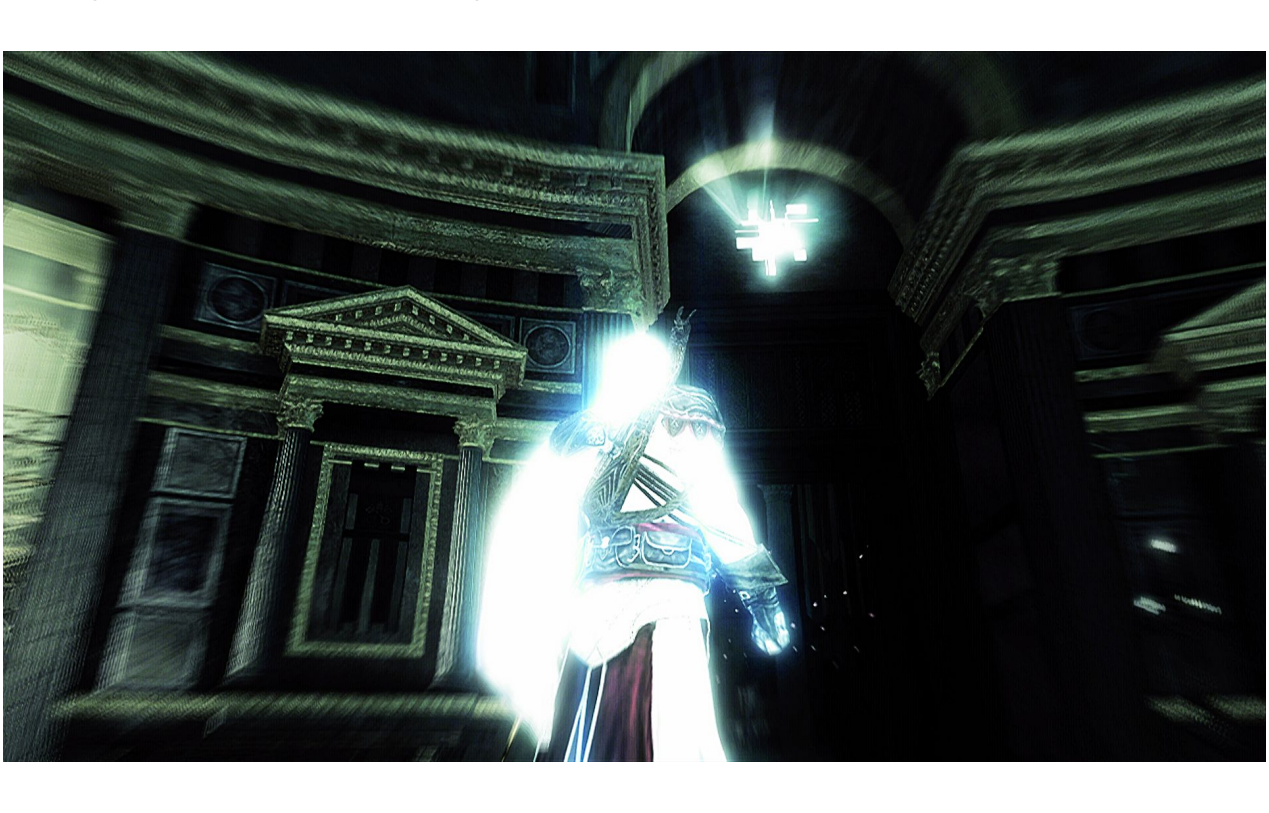


Figure 04

Once Ezio locates a Rift (Fig. 4), he can climb inside by scaling a wall or dropping from above and using the Catch Back technique to grab the "ledge" that lies beneath it. Once inside, he mysteriously disappears from Rome. At this point, Desmond must solve a series of puzzles created by Subject 16, a fellow Brotherhood member kidnapped by Abstergo before the events of the original Assassin's Creed.

You can find the locations of all 10 Rifts in the Side Quests chapter.

Smoke Bombs

By investing in the Smoke Bomb Pouch, Ezio can employ these useful devices both in and out of combat.

- When Ezio drops a Smoke Bomb, enemies caught in its immediate vicinity are incapacitated until the cloud dissipates.
- The primary use of Smoke Bombs is to facilitate an easy escape. With enemies hot on Ezio's heels (particularly the fast and tenacious Agiles) dropping a Smoke Bomb can stop his opponents in their tracks. They can also be employed to evade detection: suspicious enemies caught in the effect radius will not see Ezio until they recover.
- In combat, dropping a Smoke Bomb can set up easy assassinations, but could also be used to temporarily disrupt a large circle of enemies surrounding Ezio, allowing him to retreat to a more defensible position.

Memories 03 & 04

WHEN IN ROME:

In this novel memory, a disguised Ezio must find his way to an invisible waypoint marker with only the comments of his oblivious Borgia entourage to guide him. In essence, their observations and exclamations (in addition to the displayed Synchronization level) can be regarded as expressions of "hotter" and "colder". The more he deviates from their anticipated route, the more bewildered or suspicious their responses will become. Move too far off course, and the Suspicion Level meter will begin to fill. This is a prompt to turn back sharply before Desynchronization occurs. You can also gain clues for the exact route by enabling Eagle Vision: Ezio will turn red when he faces in the wrong direction.

IN AND OUT:

Ezio is at full Notoriety throughout this memory, and detection will lead to immediate Desynchronization. From the start point, hire the nearby group of Courtesans and tail the marked soldiers from a safe distance. The objective here is to follow the box full of money through the party until Ezio can safely make an attempt on the Banker's life. There are two golden rules to achieving this:

- Remember that two Courtesans will automatically peel away to distract groups of guards that move within a certain radius. Try to avoid this by maintaining your distance from potential hostiles.
- Move with caution: don't run, or do anything that might attract attention. Be very wary of citizens carrying boxes: a careless collision could lead to detection.

When you reach the party entrance at the foot of a set of steps, send your Courtesans to distract the guards blocking the entrance, then hire the second group. Enter the Restricted Area, trailing your targets from a safe distance. Later in the journey, a cinematic interlude introducing the Banker begins. Once it ends, wait for the Borgia soldier in full armor to leave, then send Courtesans to distract the guards before you continue.

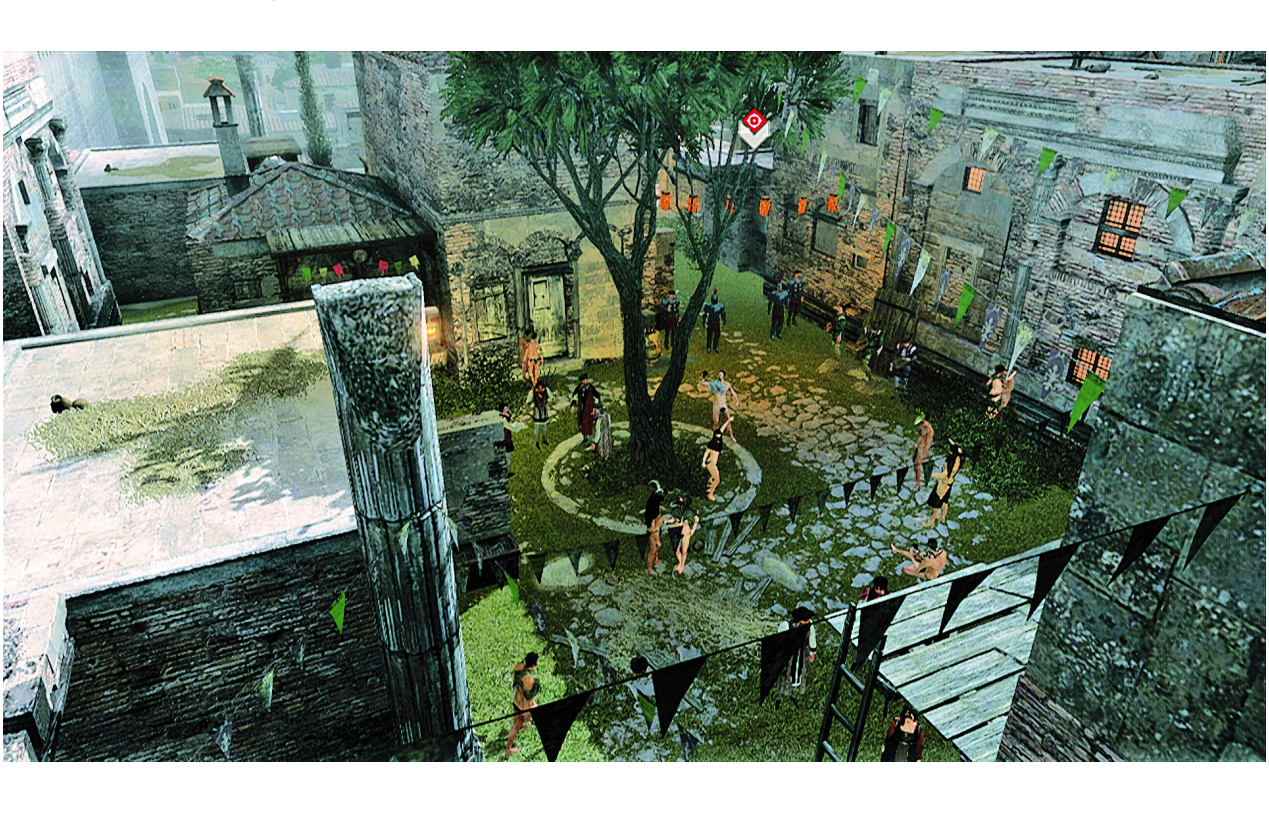


Figure 05

Follow the Banker into the party until you reach an area where guards are stationed across a path to the east (Fig. 5); you will see a ladder to your right as you reach it. Take the unguarded alley to the left of these sentries to reach the main area of the party.

After Cesare Borgia addresses the crowd, stealthily assassinate the nearby Leader from the cart full of hay. Now hop over the wall to the east to avoid another guard and reach the group of Courtesans in the northeast corner of the party area. Hire these, then watch the Banker carefully. The Full Synch condition stipulates that Ezio must assassinate him from a bench. Walk over to the benches in the southeast corner, then take a seat (Fig. 6).

Select the Hidden Blade. When the Banker passes in front of Ezio, tap the Weapon Hand Button to perform a stealth assassination. The final objective is to escape the area. The easiest way to achieve this is to drop over the south wall; though Ezio will sustain damage in the fall, he can then leave the marked zone to end the memory.

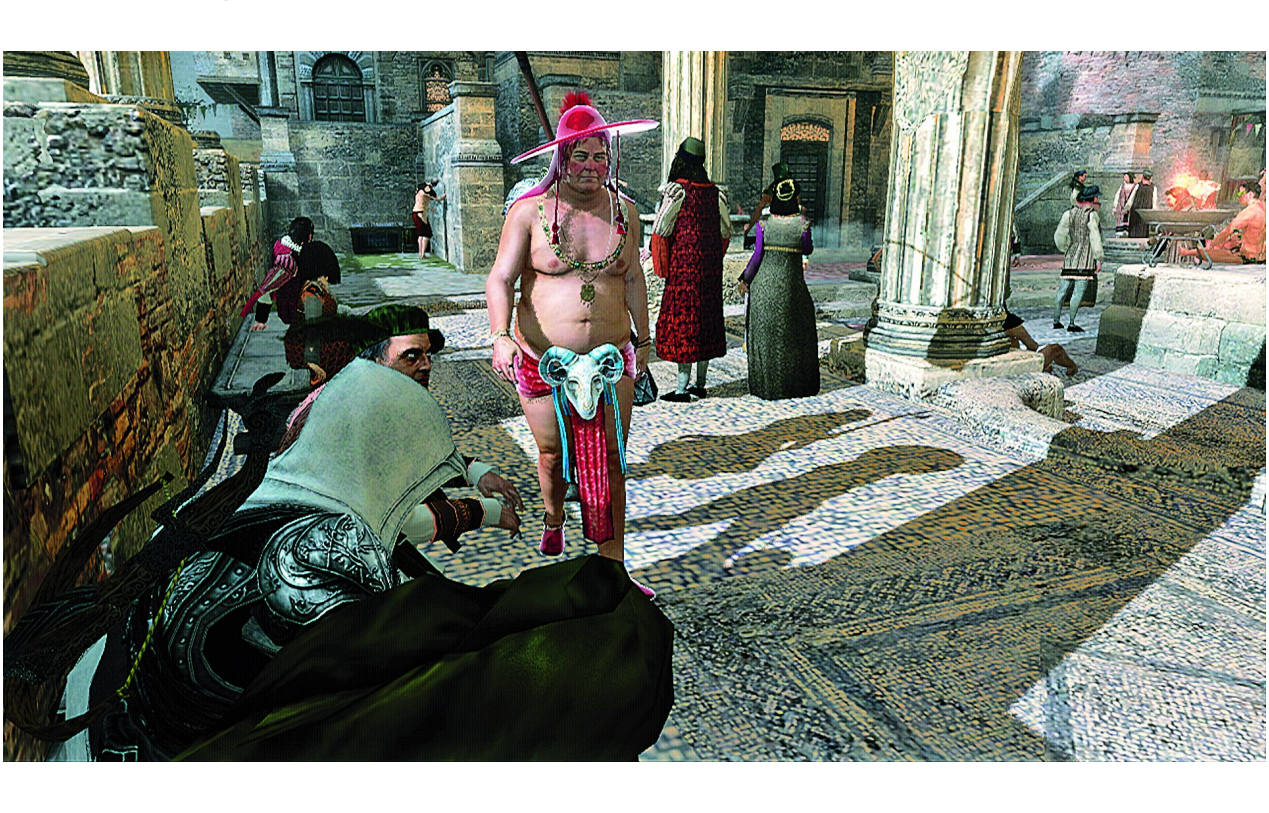


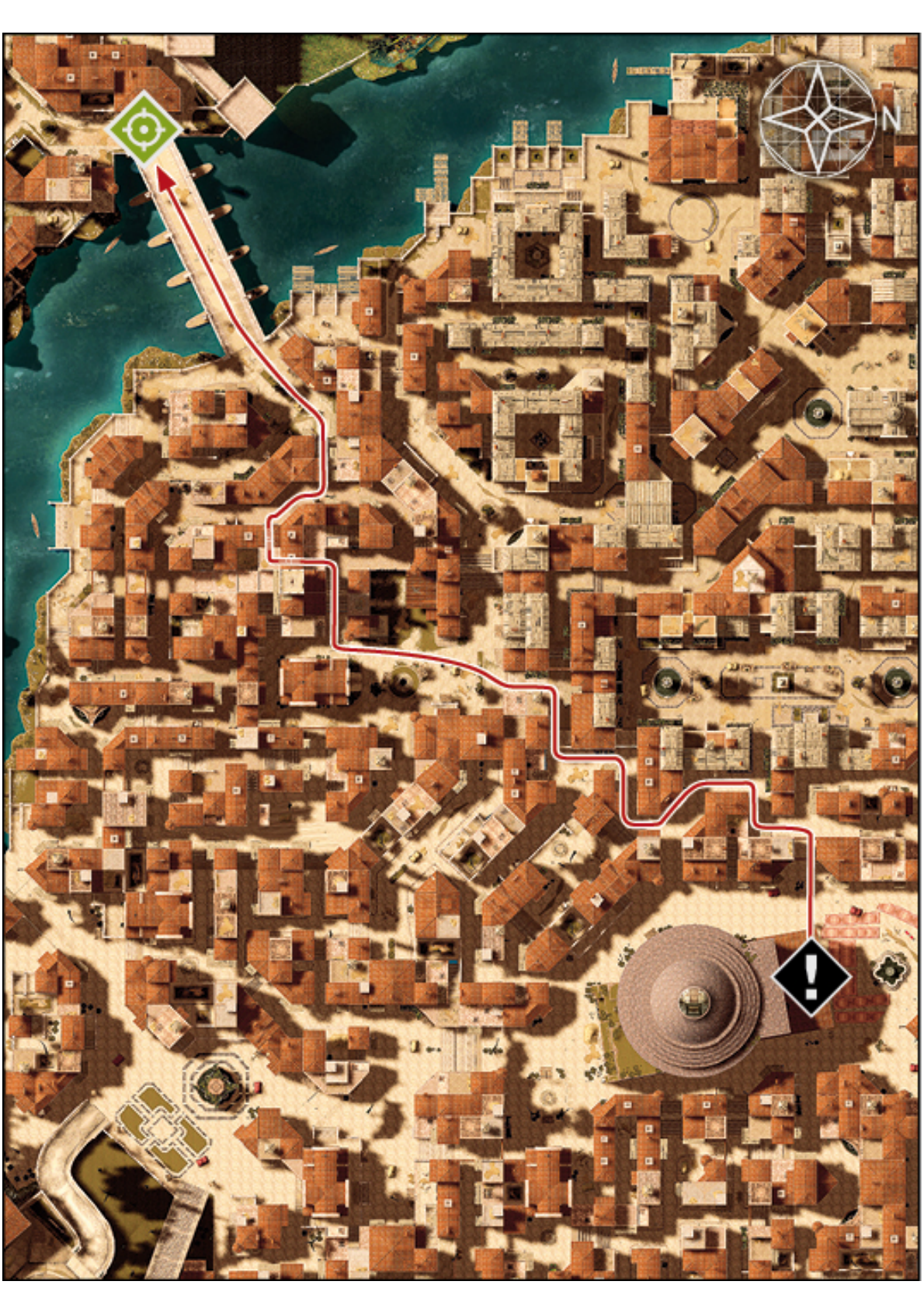
Figure 06

Memory 05

PAPER TRAIL:

Return to the Courtesans Guild, then run into the waypoint marker outside the front door to end Sequence 05.

When In Rome: Route Map

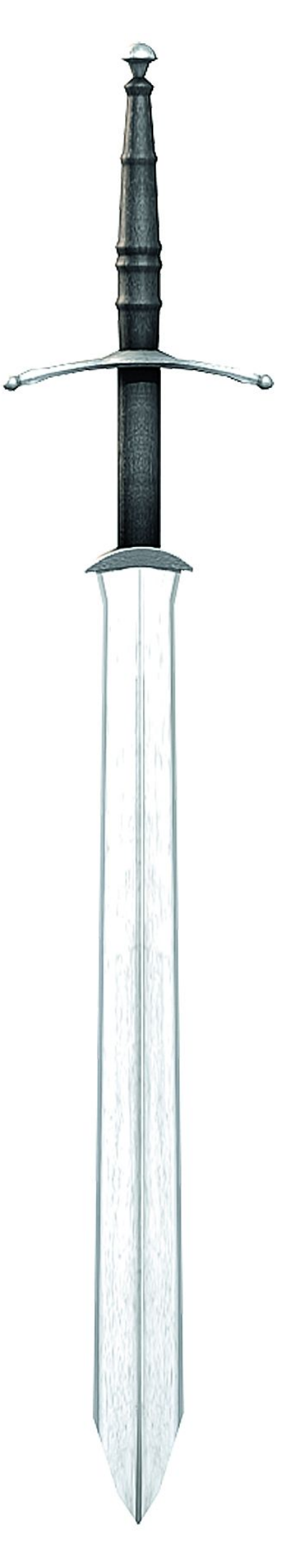


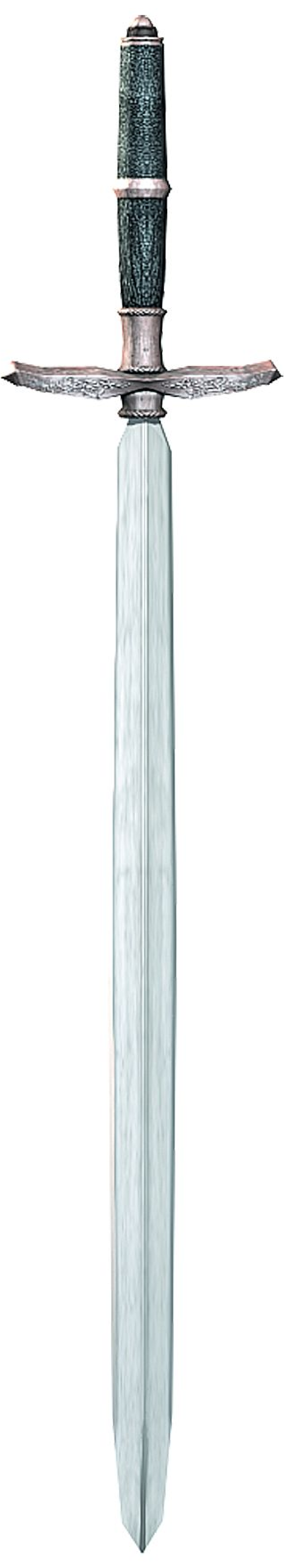
ENEMY MORALE

Every opponent encountered in Assassin's Creed Brotherhood has a hidden "morale" rating that determines how likely they are to flee from combat.

- Militia and Crossbowmen are the least dedicated of all opponents, and will flee with little provocation; they will rapidly exit combat after the deaths of two or three superiors, or no more than six of their ilk. Similarly, their deaths cause the lowest morale drop for their allies.
- Leaders, Seekers, Agiles and Gunmen are far less inclined to retreat. Ezio would need to kill approximately half a dozen Leaders, Seekers or Gunmen to cause other combatants in this class to flee.
- The most resolute foes Ezio can encounter at this stage are Brutes and Wolfmen, who will practically never leave combat unless Ezio kills them or escapes. Slaying a Brute severely demoralizes all present with the exception of their own kind: killing two will break the spirit of Militiamen, with other enemies generally fleeing after the death of four.

Long & Heavy Weapons





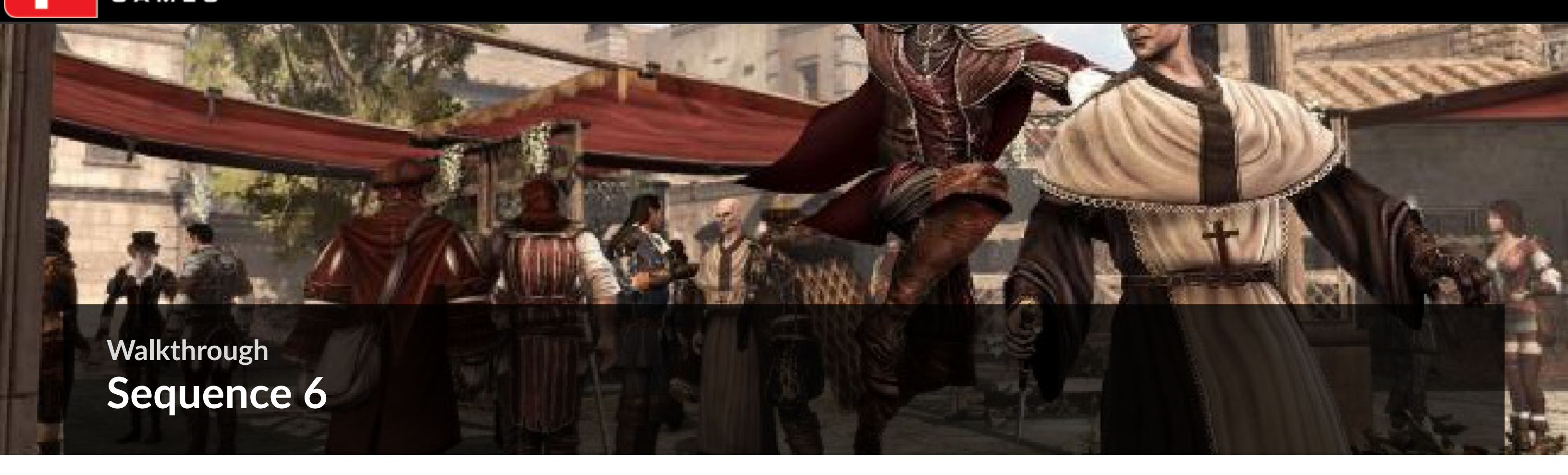
With Brutes and Seekers becoming a more regular fixture in combat, it's worth taking a moment to learn a little more about the weapons that they carry.

- Brutes carry the Heavy weapon type, which includes two-handed swords and axes. Ezio can only Disarm Brutes by Taunting them beforehand.
- The polearms carried by Seekers are categorized as Long weapons. As you should know, Seekers are always vulnerable to the Disarm technique. With a Long weapon in hand, hold the Weapon Hand Button to power up a Sweep Special Attack, which will kill all enemies in range.
- With both Heavy and Long armaments, there is a special Throw move. When Ezio is facing a more distant Target Locked opponent, hold and release the Weapon Hand Button to hurl the weapon, killing them instantly.

Unlike other weapons, Long weapons can be used to perform Counter Kills on any opponent that attempts a melee attack. As Counter Kills can be performed during Execution Streaks, this enables Ezio (with a little practice on your part) to complete dizzyingly fluid sequences of instant-death strikes. The extended range and speed of polearms in particular makes them an unbeatable armament when Ezio faces opponents in large numbers.

Heavy Weapon Sheath

- This upgrade can be purchased from Tailors for 8,250 florins, and allows Ezio to purchase and carry a Heavy weapon. You can buy a Heavy weapon from a Blacksmith, but be prepared to pay a premium.
- Once purchased, a Heavy weapon replaces Ezio's Medium weapon. To return to using a smaller weapon either purchase another, or reequip an existing blade of that type at the Hideout.
- If you cannot retrieve a Heavy Weapon owned by Ezio after throwing it, you can reequip it at any Blacksmith store or the Hideout.



Walkthrough

Sequence 6

Memories 01 & 02

GATEKEEPER:

With the Mercenary HQ under attack, Ezio must assist Bartolomeo by closing three gates situated around the complex. However, as each lever takes a few seconds to turn (hold the Empty Hand Button), a degree of caution is required to complete the Full Synch condition. After clearing hostiles at each location, drop a Smoke Bomb to enable Ezio to operate the lever without interruption. Kill any remaining assailants once the gates are closed, then follow Bartolomeo on horseback until you reach the fortress.

FRENCH KISS:

Ezio must kill 20 French soldiers in the camps marked by red target icons, but the Full Synch requirement specifies that he must remain undetected throughout. The solution is simple: hire Mercenaries to accomplish the task on his behalf. Approach each area in turn then, standing just outside the red Restricted Area, order the Mercenaries to attack. Targeting a patrol as it passes the entrance will draw the soldiers inside a camp out to fight (Fig. 1). Ezio's Mercenary force can be augmented with Assassins; you can also stalk the periphery of each battle, contributing Crossbow kills from a safe distance to disable stronger targets.

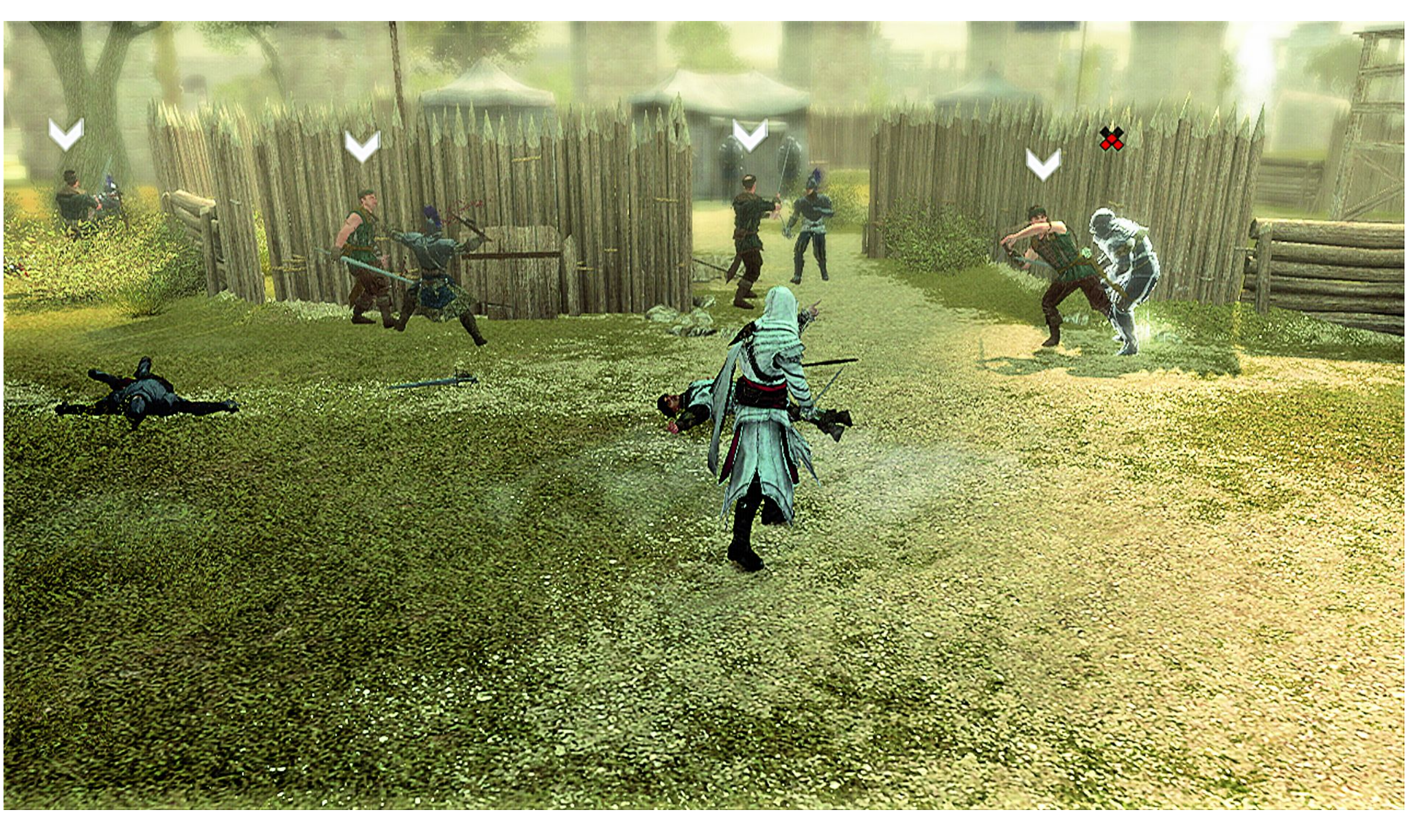


Figure 01

Memory 03

Note

The following memory is much more difficult if you have yet to conquer the Borgia Tower in northeast Campagna. We advise that you attend to this task before you begin. You will also benefit by stocking up on ammunition and Smoke Bombs.

TROJAN HORSE:

Though not strictly essential, we recommend that you have six Assassins free from Contract assignments (and, therefore, three full Assassin Signals) before you begin this memory. Ezio must lead a large band of disguised Mercenaries through Campagna to reach the French fortress, eliminating targets marked with a red target icon (predominately Seekers) on the route to prevent the subterfuge from being discovered.

Run in front of the Mercenaries as soon as the mission starts and kill the first group of Seekers. Further ahead, there is a well-guarded area where Ezio must kill all marked targets at a roadblock within a time limit – but without being discovered. This is a good time to call a pair of Assassins into action. As they fight, run around the area dispatching opponents with unobserved Hidden Blade or Crossbow kills.

After further roadblocks (use the same strategy as before), you will reach the fortress (Fig. 2). Enter Castra Praetoria at the head of the Mercenary group. If you have successfully fulfilled the Full Synch condition so far, be warned: there is a short fight after the cutscene where Ezio and Bartolomeo confront the Baron de Valois. After this ends, the next memory begins immediately.

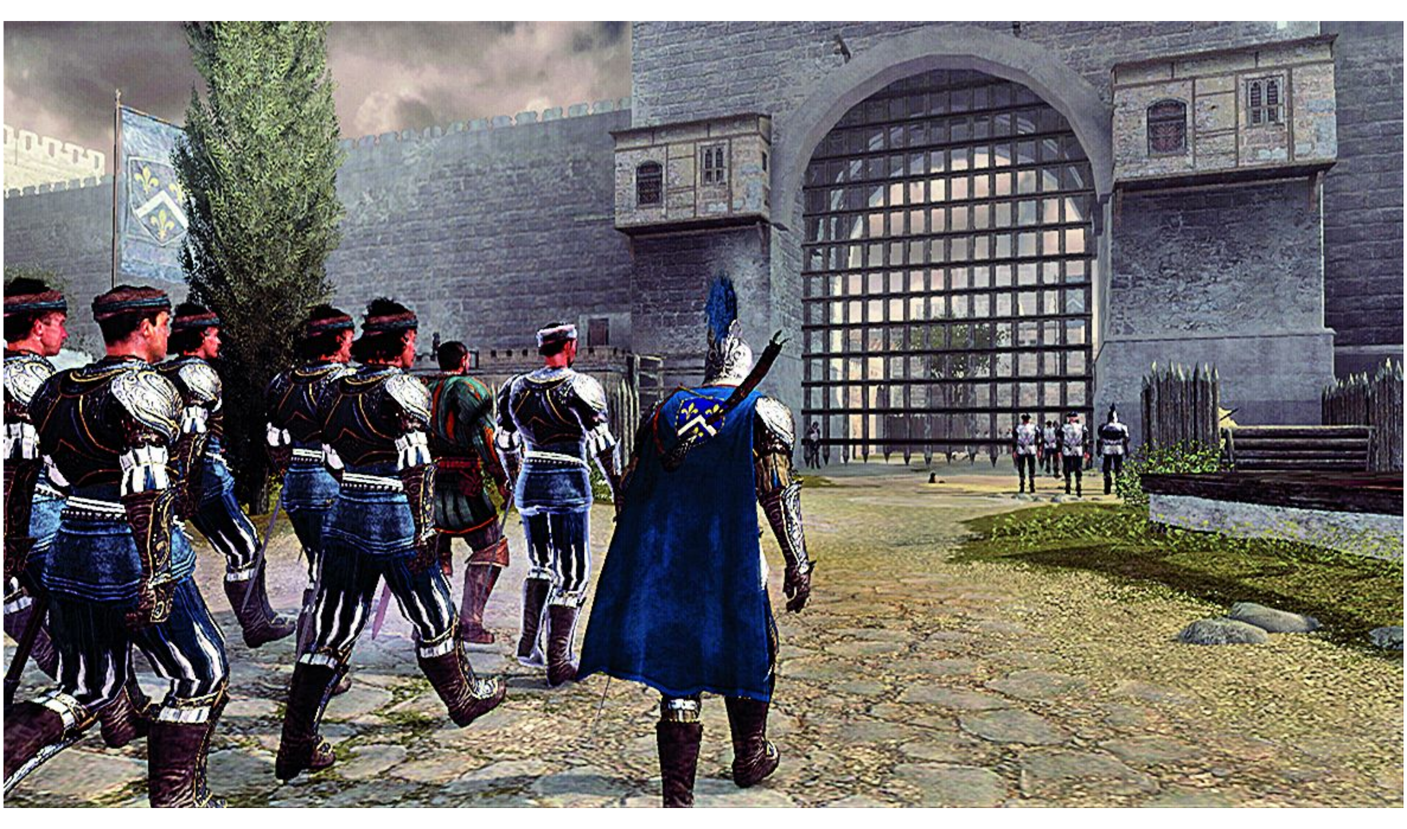


Figure 02

Optional Activities

There are four new Thief missions and three final Courtesan assignments to attend to at the start of Sequence 06; it also marks the introduction of Templar Agent side quests. The Campagna district is now fully unlocked, so you can liberate the two remaining Borgia Towers there. Your priority at the start of Sequence 06 should be to concentrate on the Rebuilding Rome metagame. With the 25% discount on renovations introduced after the death of the Banker, you should now aim to complete all available renovations.

Faction Buildings

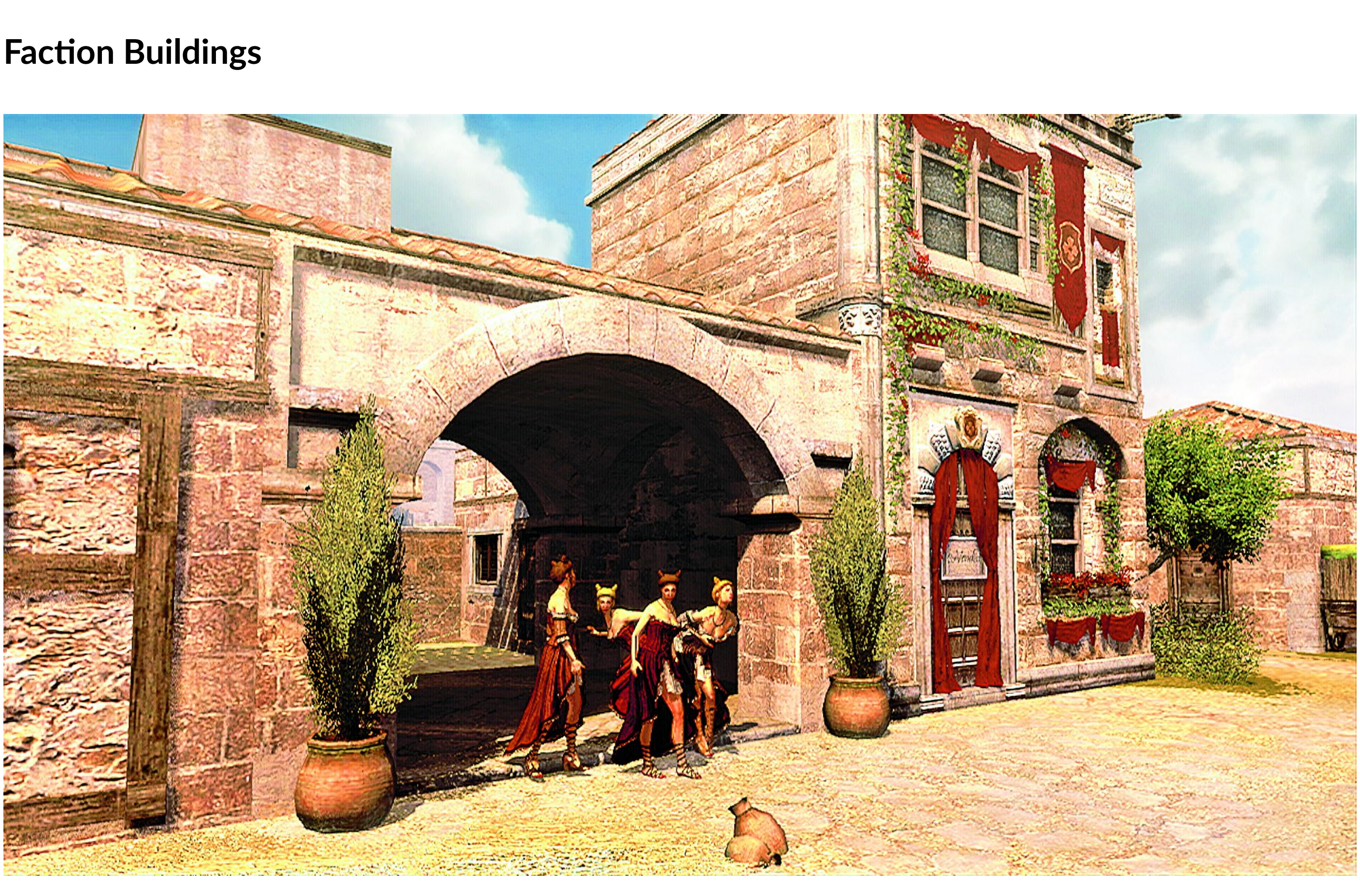


Figure 03

Of all the buildings that Ezio can invest in for the Rebuilding Rome side quest, Faction Buildings offer the most unusual yet useful secondary benefit. For a relatively modest sum of 900 florins (with 25% discount), Courtesans, Thieves or Mercenaries can be assigned control of the property. Ezio receives a payment of 60 florins per 20-minute period no matter which group resides there but, of greater interest, their representatives can be hired from a position close to the premises (Fig. 3). In short, Faction Buildings are used to introduce allies into new areas of Rome. What's more, and unlike any other form of renovation, Ezio can interact with Faction Buildings to replace the current tenants at any time for the same fee. If you should ever need a helping hand during a tough memory, this can be an extremely useful thing to know.

Guard Ranks & Patrols

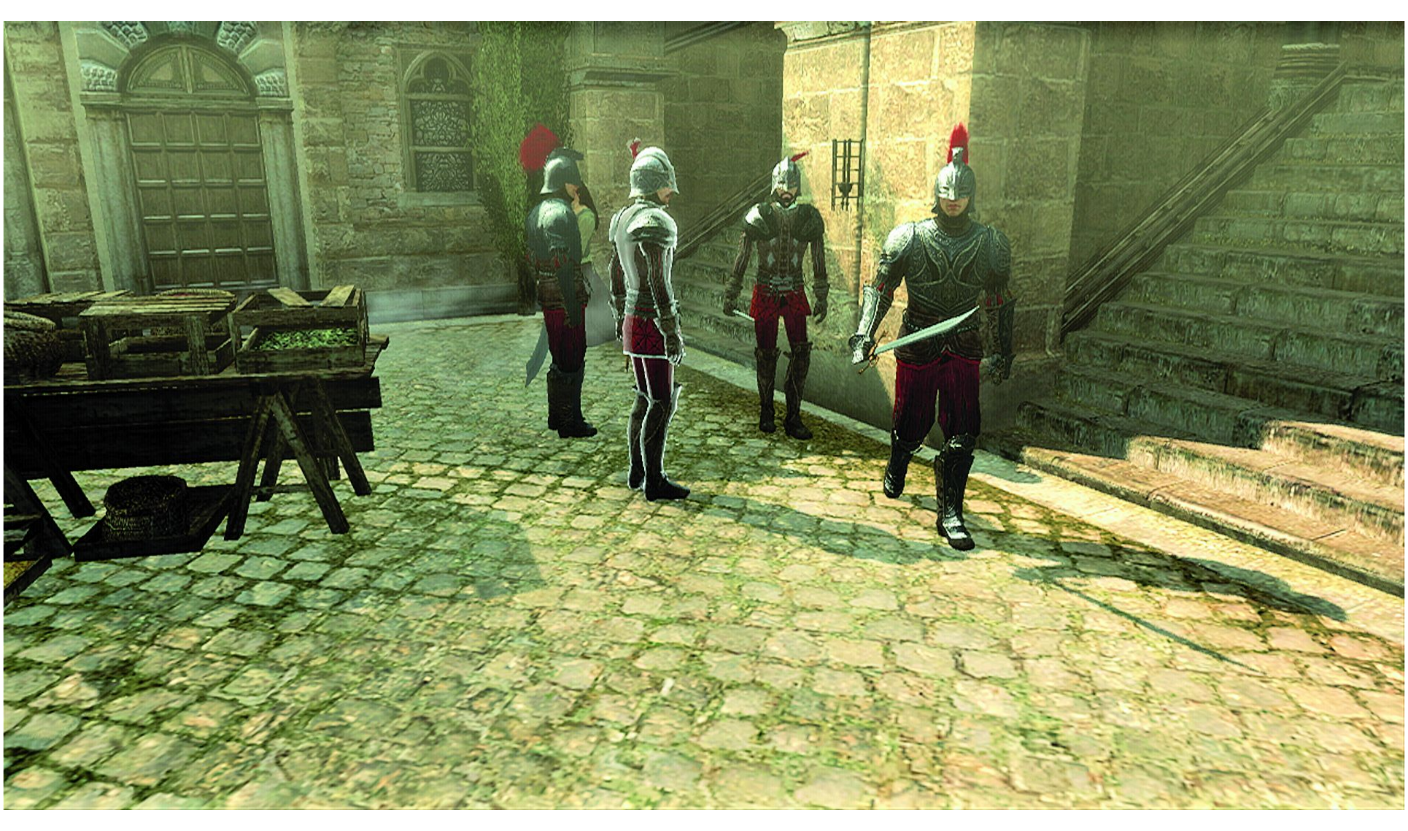


Figure 04

As Ezio challenges Borgia hegemony in Rome, subtle but ultimately meaningful changes can be observed in the composition and, though less obvious, combat prowess of the patrols and sentries encountered throughout the city. In early Sequences, most patrols are made up of rank-and-file Militia, with perhaps a Leader to keep them in line. By this stage, though, you will find that you encounter the more powerful enemy archetypes with greater frequency (Fig. 4). Seekers and Agiles, in particular, become much more common at this stage.

Though familiar enemies do not acquire new skills or techniques, the damage inflicted by their attacks does increase with each passing Sequence. If you are guilty of economizing on armor purchases so far, this is definitely a good time to begin upgrading Ezio's garb. If you have yet to fully master the art of flowing Execution Streaks, it's also in your best interests to hone your skills immediately. You can learn more on this subject in the Reference & Analysis chapter, and use the Virtual Training challenges to practice.

Memory 04

AU REVOIR:

Though your instinct may be to take Ezio to the rooftops to reach the waypoint marker, it's quicker to sprint at ground level and employ Smoke Bombs to deter pursuit. When you reach the highlighted area, head for the portcullis and kill the four guards stationed in front of it. Operate the lever, then run through.

In the next section, Ezio must kill the Baron without being detected. Stick tight to the west wall and kill guards within range with the Crossbow as you head north (Fig. 5). Be careful not to attack any individual close to the Baron's position: if he witnesses a death, Desynchronization is immediate. Climb onto the building near your target, eliminate the sentry on the roof, then carefully watch the Baron. The most foolproof way to end the confrontation is a Crossbow kill from above, though an air assassination is also possible if you prefer.

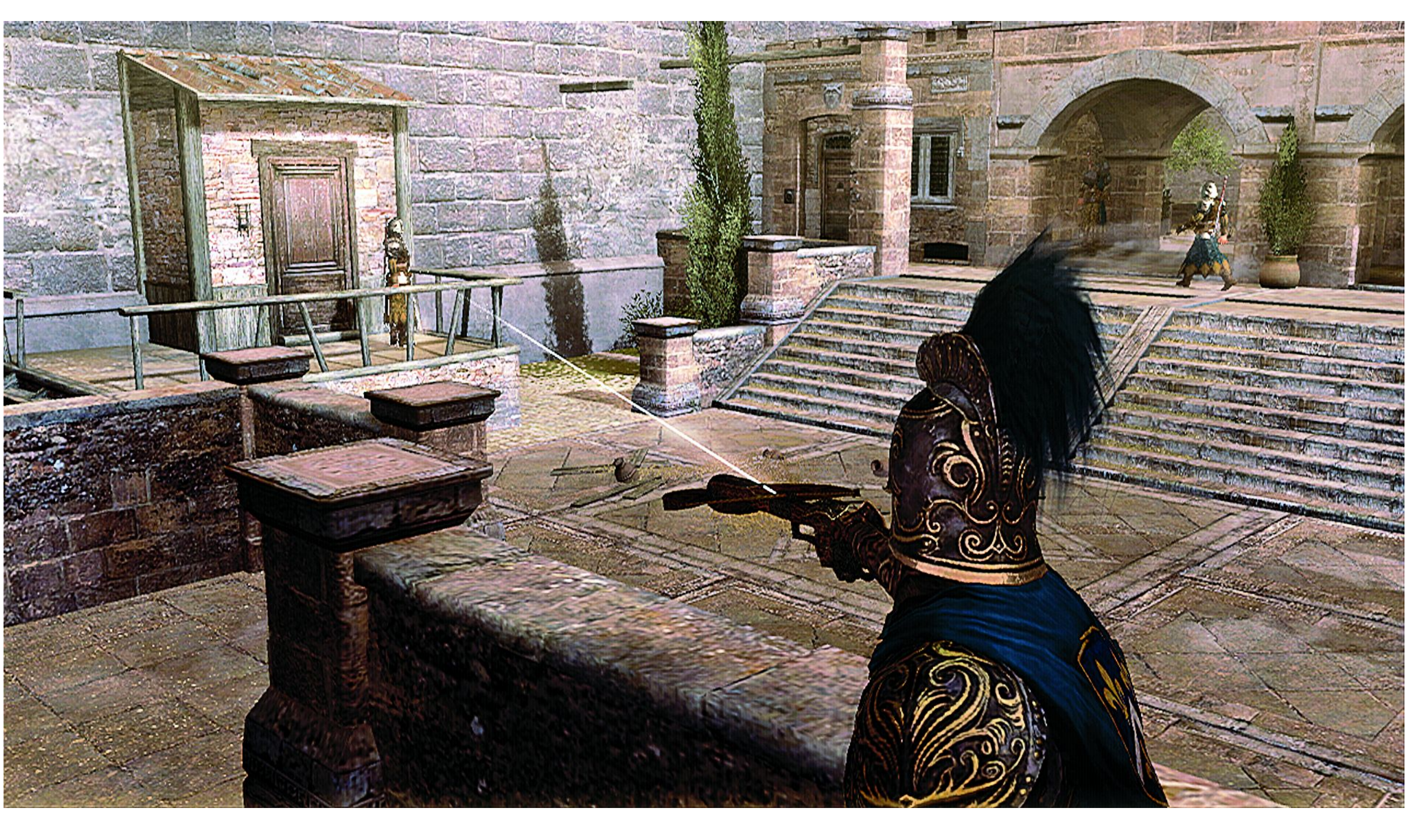
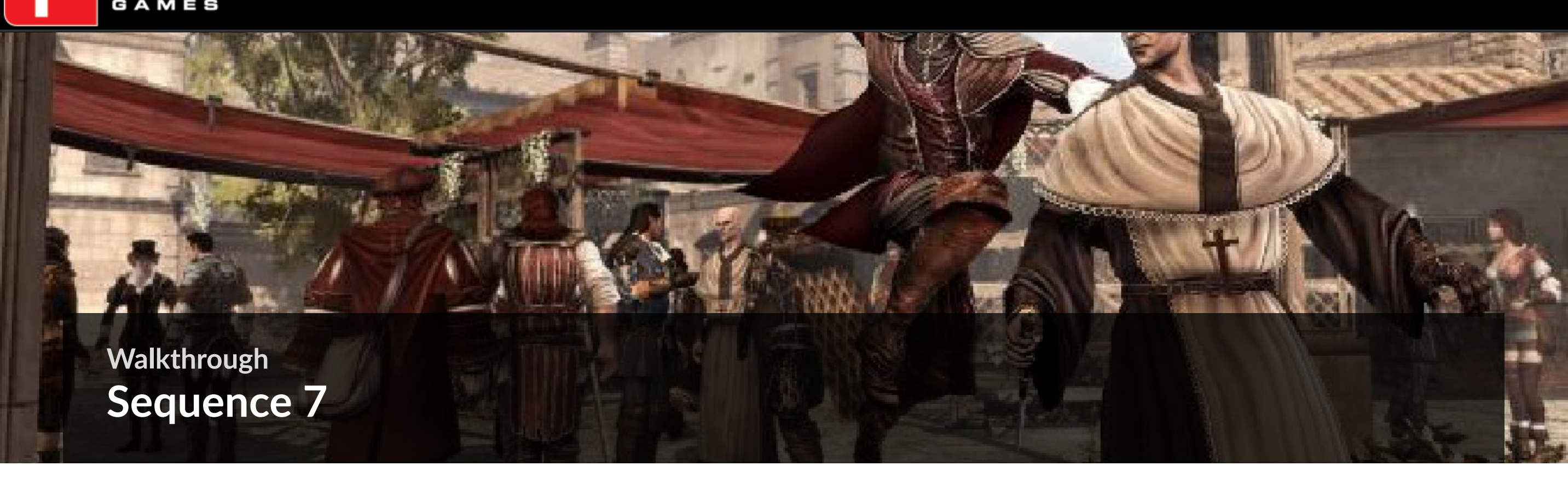


Figure 05



Walkthrough

Sequence 7

Memory 01

PATCHING THE LEAK:

Enter the Thieves Guild HQ and interact with the blades embedded in the frame of the bar to begin. Defeat the waves of guards that attack outside the Tavern, then mount a steed and canter after La Volpe. As you reach the first two Thieves in separate locations, leap off the horse and kill all hostiles: Militia and Leaders the first time, with Seekers and Brutes featuring in the second battle. At the third destination, Ezio must use Eagle Vision to identify the Thief, then successfully kill a final group of guards (Fig. 6) to conclude the memory.

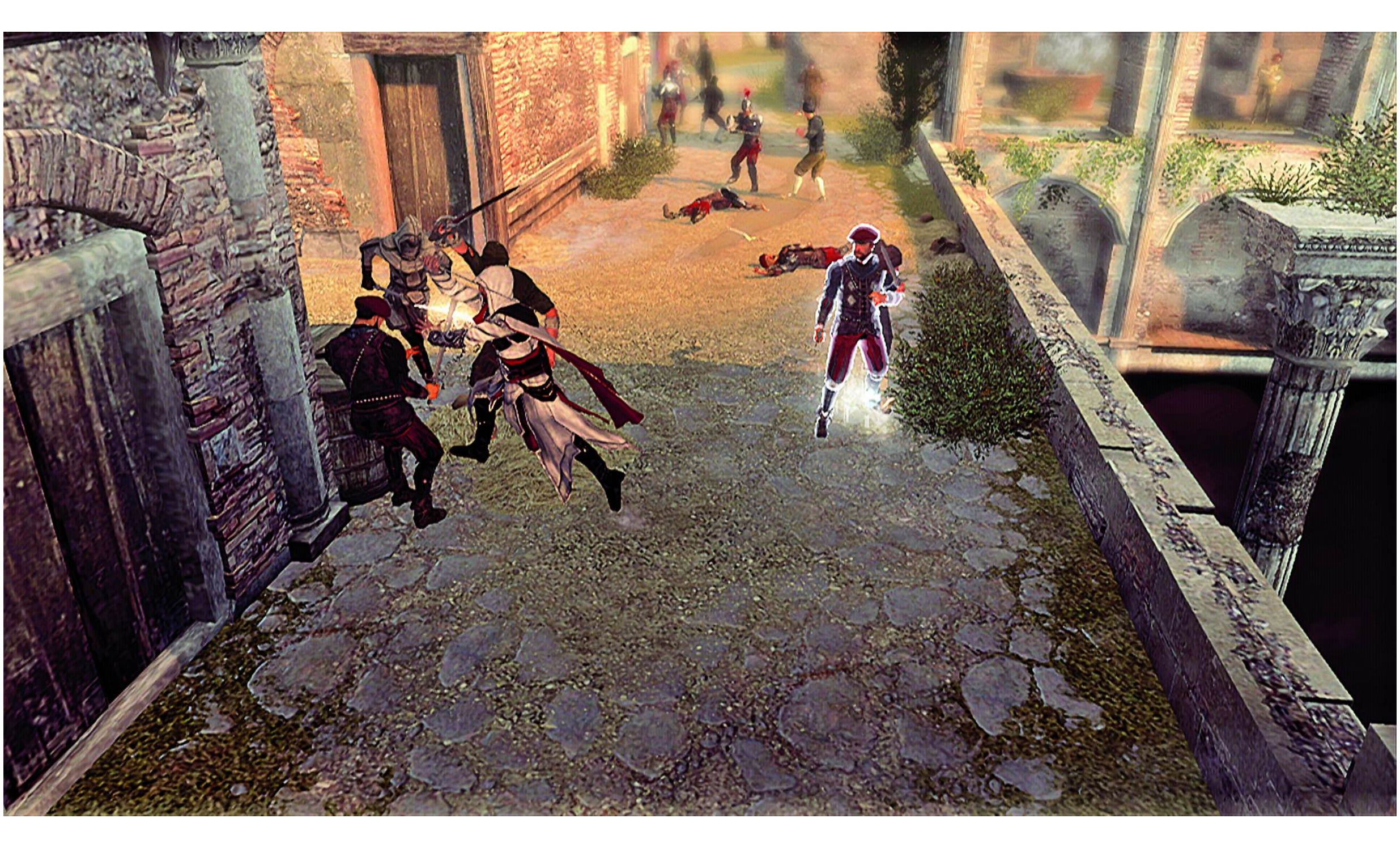


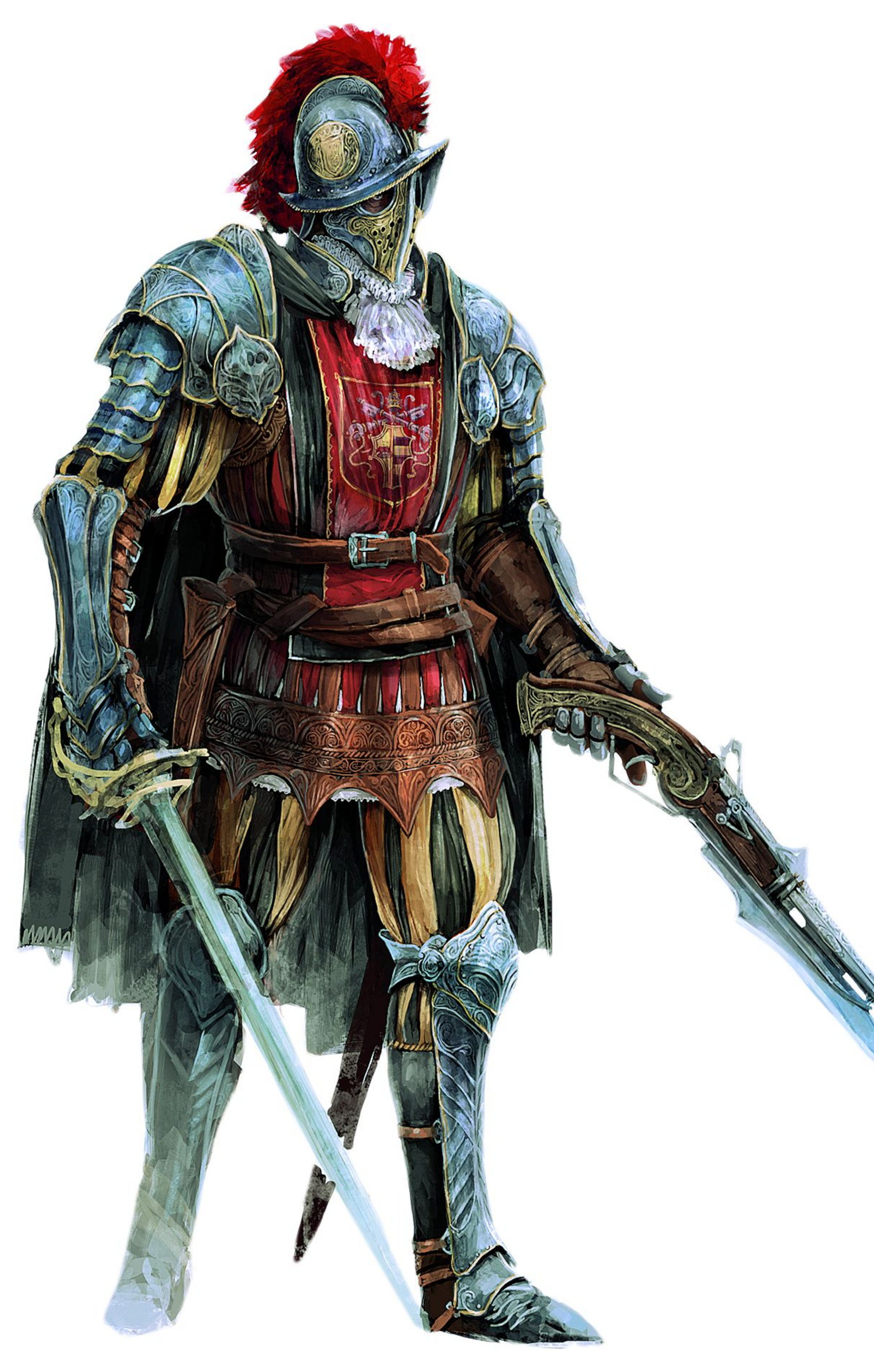
Figure 06

Optional Activities

The start of Sequence 07 unlocks a wide range of activities. The remaining areas of Antico (including the final Borgia Tower) are finally unveiled, while you can complete the Thieves Guild and Templar Agents side quests. Ezio can also raid two Followers Lairs and, for those playing one of the limited edition versions of Assassin's Creed Brotherhood, the second Templar Lair.

With the Desynchronization boundaries lifted from south Antico, it's now possible to complete the Renovating Rome metagame. The reward is the Auditore Cape, which removes all Notoriety penalties.

Enemy Archetype: Papal Guard



This final enemy archetype is the most imposing and aggressive of all the nameless foes that Ezio meets. Rarely encountered on the streets of Rome, these tall and imposing elites share many special abilities and attributes with their peers in Borgia employ – but few of their weaknesses.

- Papal Guards generally carry swords as their primary weapon, employing single fast lunges or three-hit combos. The final blow of the latter, as always, breaks Ezio's guard unless he counters or dodges it.

- They also possess two special moves. The first is to throw sand at Ezio, stunning him temporarily: a nasty trick that they perform with greater regularity than Seekers. Of far greater concern, however, is their ability to draw a pistol (Fig. 7). They will usually fire two shots in succession, with each bullet causing significant damage. Nigh-impossible to dodge, the only reliable way to avoid getting hit is to distract them with an attempted blow as they take aim. Seeking refuge behind another assailant may also work, but is often too hard to engineer in the short time available.

- Papal Guards foil Ezio's attempts to initiate combos, evade the Grab moves, and shrug off his efforts to perform standard weapon-based Counter Kills and the Disarm technique with casual ease. They are also quite astonishingly fast: like Agiles, they will outpace Ezio in a straight-line sprint.

- The most efficient way to kill Papal Guards is to set up an Execution Streak by slaying their weaker allies, then direct Ezio's aggression at them. Failing that, Counter Kills performed with Long weapons stolen from Seekers and the Hidden Blade are also consistently successful. Though their armor provides resistance to Throwing Knives, the Crossbow and Pistol can disable them in a single shot.

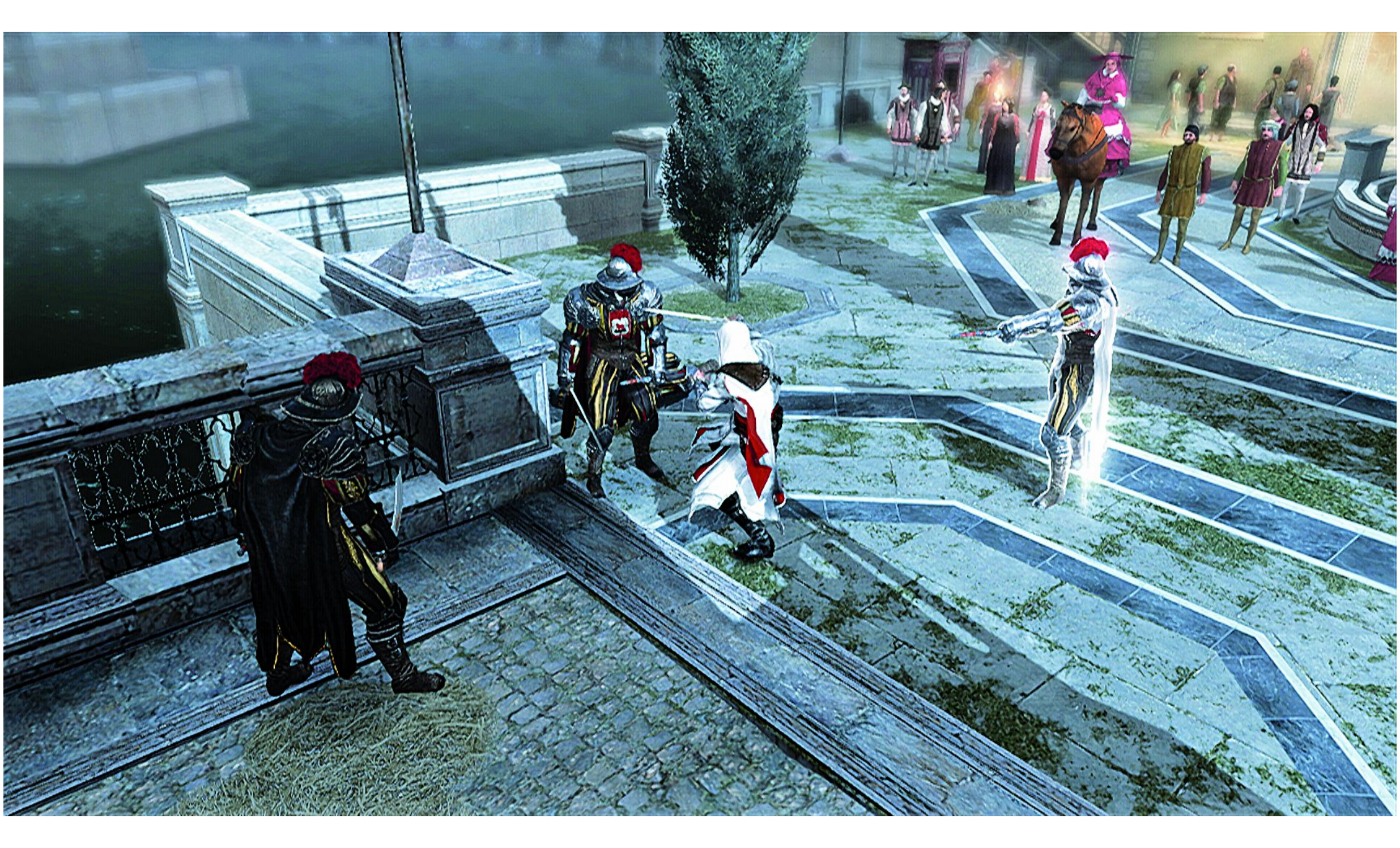


Figure 07

Memories 02 & 03

CALLING ALL STAND-INS:

This begins a sequence of three interlinked memories. You cannot start it until Ezio has enlisted at least four Assassins and has two full Assassin Signals. Ideally, you should aim to have three Assassin Signals before you begin. A full stock of Crossbow ammunition is also an advantage.

EXIT STAGE RIGHT:

Begin the climb outside the Colosseum, starting on one of the pillars. You should then stealthily sneak past sentries by remaining on the external wall until Ezio reaches the second waypoint. After the cinematic interlude the objective is to kill four marked Gunmen before the five-minute timer expires, and without Ezio being detected. If you can accept the slight hit to Ezio's health, jump straight down to the level below and follow the free run fixtures (Fig. 8) to reach the first Gunman.

On arrival, take a Leap of Faith into the hay below when the first Gunman's back is turned, then perform a Hidden Blade assassination. The three remaining Gunmen can be killed in the same manner, or with the Crossbow from distance. When all targets have been dispatched, drop down to the lower level and walk into the waypoint.

You must now lead Ezio's disguised Assassins onto the stage. Walk calmly to the first waypoint marker, then move out into the central area. Identify Ezio's correct position in the play (it's a small pile of straw that glows when viewed through Eagle Vision), then stand still on the marker. You must repeat this on two further occasions, with the final spot situated right in front of the stage. Use Eagle Vision to identify Micheletto, then calmly stride over and attack him with the Hidden Blade before the time limit elapses.

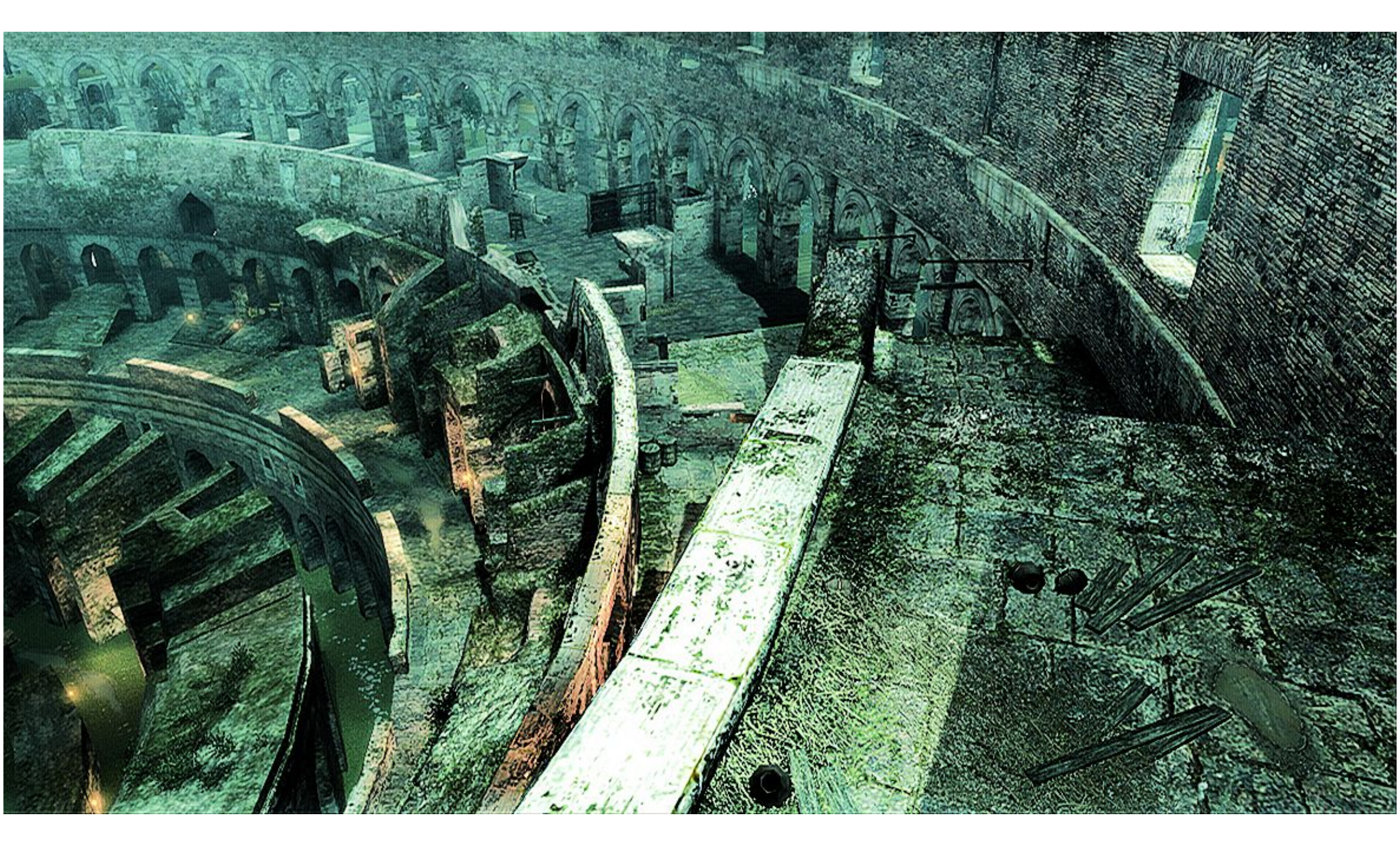


Figure 08

Memories 04 & 05

INTERVENTION:

Ezio must carry the poisoned Pietro to a doctor. With Assassins and Mercenaries holding guards in the immediate area at bay, pay all other soldiers a wide berth: walk as you pass them to avoid arousing too much suspicion. If soldiers attack, use an Arrow Storm to disable them instantly. Pietro's diminishing health gauge acts as a timer, so you must reach the waypoint next to the doctor before it fully depletes.

The second stage of this memory is a chase against a highly agile Thief. Concentrate on avoiding guards (Smoke Bombs help here) and pick a route that enables Ezio to steadily close the gap. You can also call a horse to cut the pursuit short. Once level with the Thief, catch him with the Tackle move.

In the final breakneck section of the memory, you must reach La Volpe before the clock reaches zero. If you cannot find a horse nearby, call one and mount it immediately. Don't stop for anyone: you should even ride roughshod over guards if it will save you seconds. Before you get started, though, enter the map screen and place a manual waypoint marker on the Ponte Emilio. This makes the journey much easier, as navigational improvisation will most likely lead you to a dead end on the banks of the Tiber. Canter to the west side of the bridge, then take the second right to approach and cross the narrow Ponte Cestio. From here, rush to the final waypoint on Tiber Island to end the memory.

If you have difficulties reaching the final waypoint on a horse, there is a shortcut – but you run a slight risk of failing the Full Synch condition. Halfway across the Ponte Emilio, jump off the horse and drop down to the stone support on the north side of the bridge (Fig. 9). From here, jump to Tiber Island via the wooden pole, then sprint to the target icon.

ASCENSION:

Once you are ready to continue, return to Ezio's Hideout to end the Sequence.

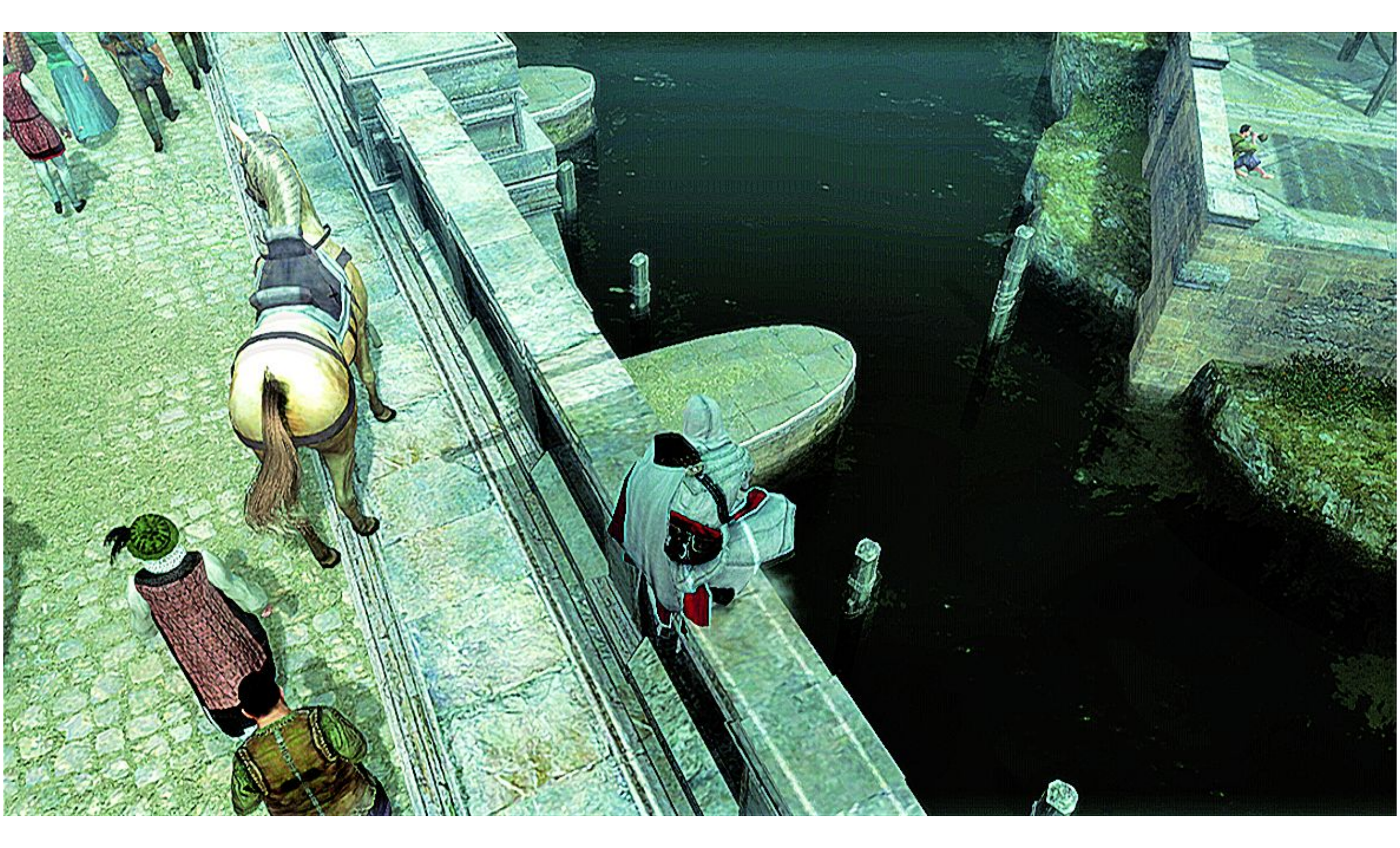


Figure 09

Calling All Stand-Ins: Extended Guide

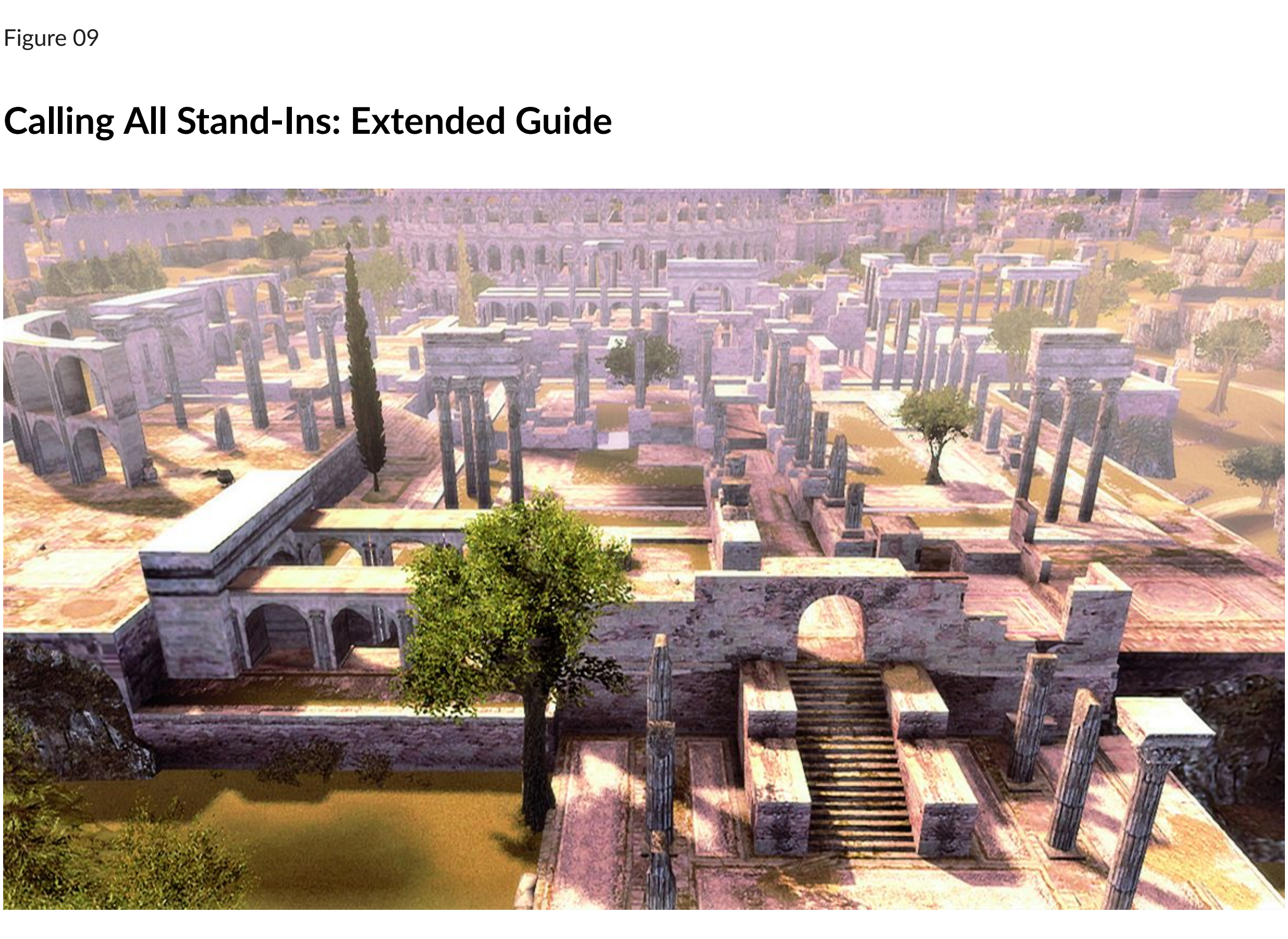


Figure 10

Travel to the highlighted area and approach the gate to identify Micheletto, then mount the nearby horse and follow your target from a discreet distance. Once he dismounts, the fun begins. Ezio must stay within range of Micheletto as he walks through the Restricted Area, but avoid detection by other guards. The simplest way to achieve this is to enter to the left of the entrance, then head west through the center of the area (Fig. 10). Low-grade suspicion is not a problem, so don't fret: as long as you pass sentries without running, they will not leave their posts. Once the first assassination target has been revealed, wait for Micheletto to move away, then use an Assassin Signal to perform the necessary kill. Mount one of the horses just outside the Restricted Area to the northwest, then continue your pursuit.

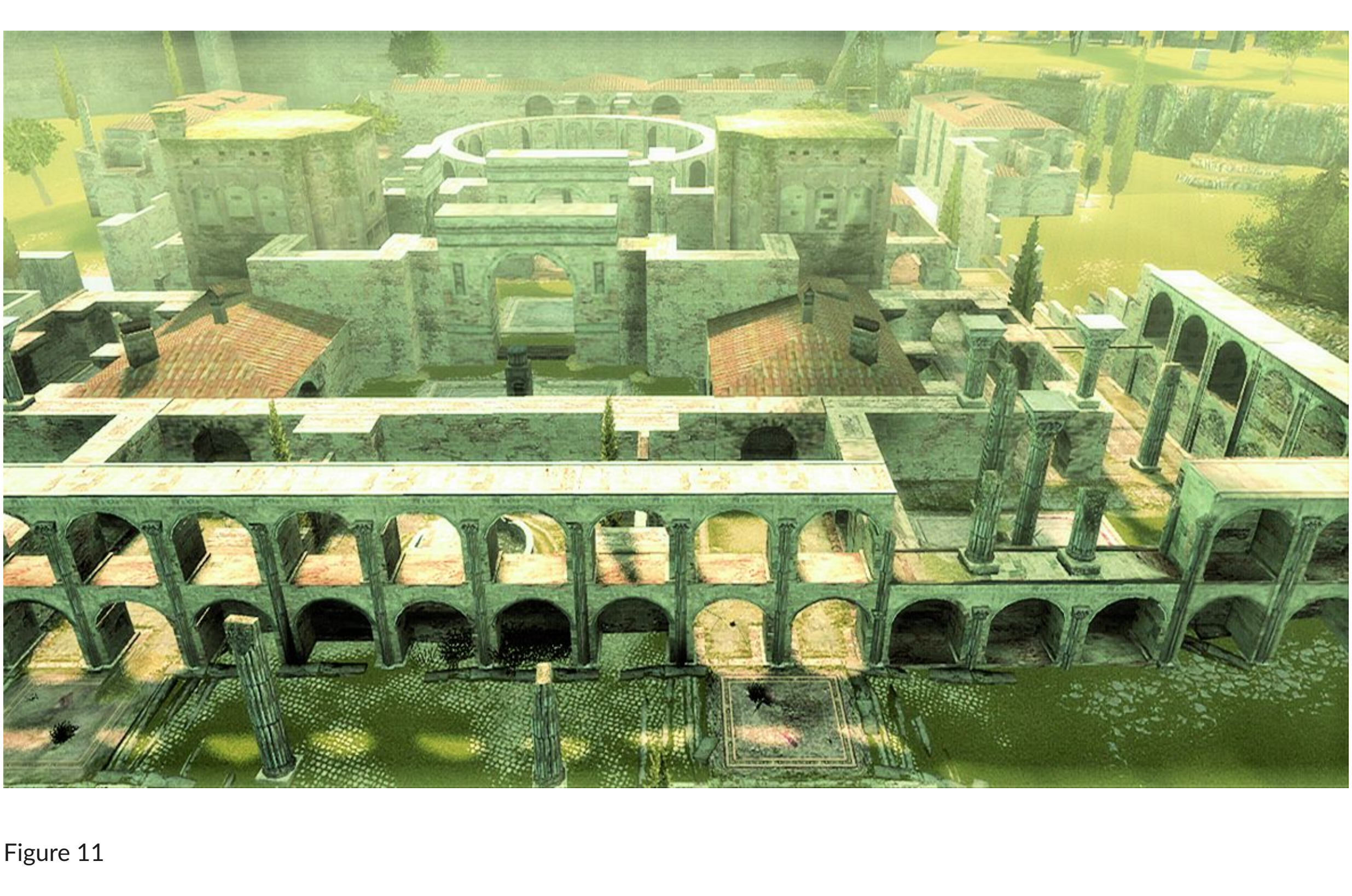


Figure 11

At the second waypoint, Micheletto will again enter a Restricted Area. Hire and send the Courtesans to distract the guards in front of the entrance, then climb onto a nearby wall and head west. From here, kill all nearby sentries with the Crossbow as you free run to the circular structure where Micheletto will again meet with his agents (Fig. 11). Once he departs, order the Assassins to strike. You will need to be quick to keep up with Micheletto as he leaves the Restricted Area, so don't delay. Once again, there are horses standing idle close to the position where he mounts up.

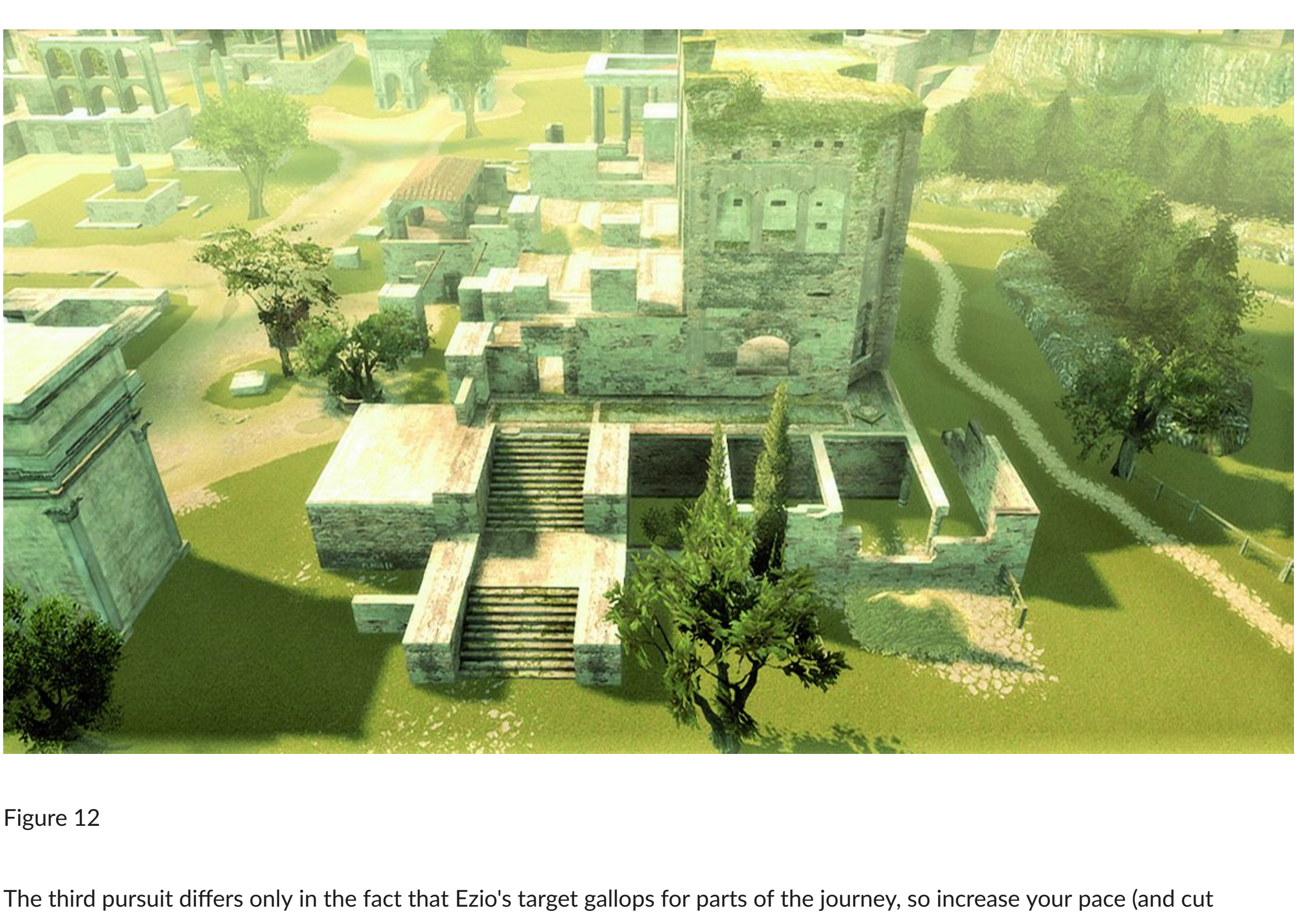
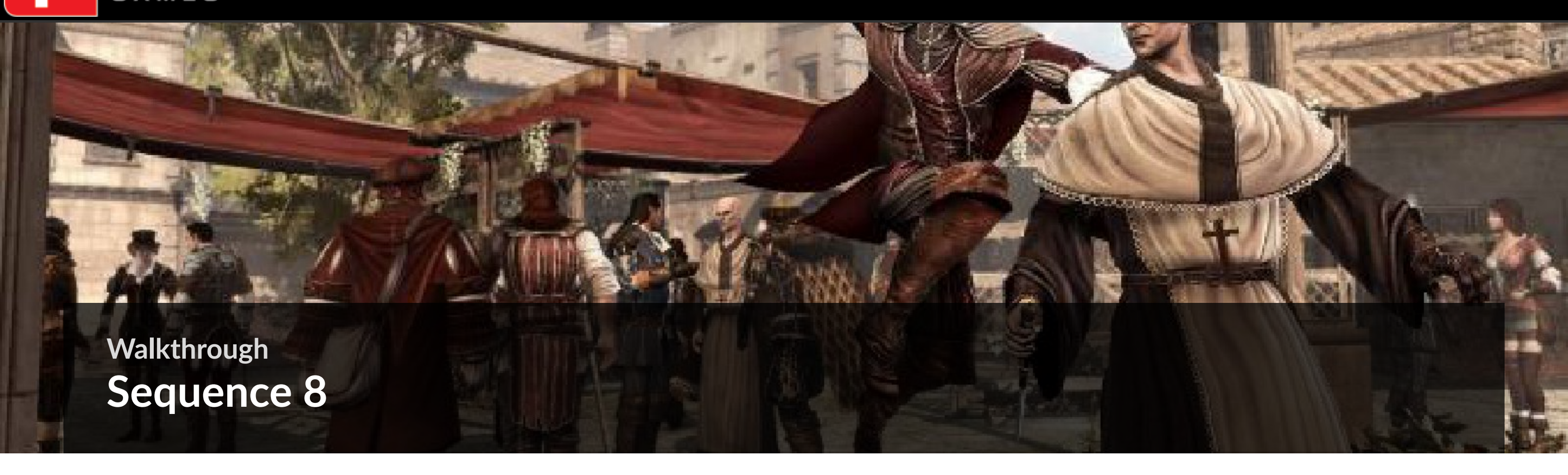


Figure 12

The third pursuit differs only in the fact that Ezio's target gallops for parts of the journey, so increase your pace (and cut corners if required) to keep up with him. Once you reach the Basilica di Massenzio, there is a third and final Restricted Area to infiltrate. This time, there is no pressing need to stay within range of Micheletto. Head to the north of the area and, after killing the Crossbowman, climb to the top of the ruins (Fig. 12). Observe the meeting from above, then instruct the Assassins to strike. As there are three targets, you may wish to use an Assassin Signal for each one. The final step is to retrace your most recent steps and perform a Leap of Faith into the haystack below, then follow Micheletto on foot to the Colosseum.



Walkthrough

Sequence 8

Memories 01 to 03

NOTE:

The first two memories in this Sequence are played consecutively, so attend to optional tasks and stock up on supplies (particularly Crossbow bolts and Smoke Bombs) before you begin. We would also advise that you purchase the very best armor that Ezio can obtain.

REQUIEM:

The start position is on the far side of the off-limits (and heavily guarded) Ponte Sant'Angelo, so free run on the lower left-hand side of the bridge to reach the opposite bank, then climb up. Enter the waypoint marker just inside the gate to begin this memory.

Kill the lone guard as he patrols the area, then climb up to the ledge below the waypoint marker. Assassinate the guard on the rampart when he moves to the far left of his patrol route, then dispatch a second guard further west and climb to the next waypoint.

Ezio must now locate a secret door situated on the east face of the Castello (Fig. 1). Walk calmly along the wall to the east, slaying all guards from a safe distance. Traverse along the inside of the east wall then drop down onto the top of a pillar; from here, jump to the wooden beams via the swinging pole. Perform an air assassination on the guard below when he passes beneath, then move to the bottom of the curved staircase. Watch the patrols here: Ezio should only need to kill one guard, then slip up the steps and enter the door without attracting attention.

Inside the room, move over to the door on the west side. Climb up to the ledge above, then traverse right until you reach a pole. Swing over to the beam, then grab the next thin ledge above it. You should now follow the linear climbing route from the east wall, to the south wall, before finally reaching a wooden platform in the southwest corner of the room above the point where the climb began. Jump to the ledge to the north, then climb onto the wooden beam above. Be very careful here: there is a guard in the room above, so be ready to drop out of sight if he should spot Ezio.

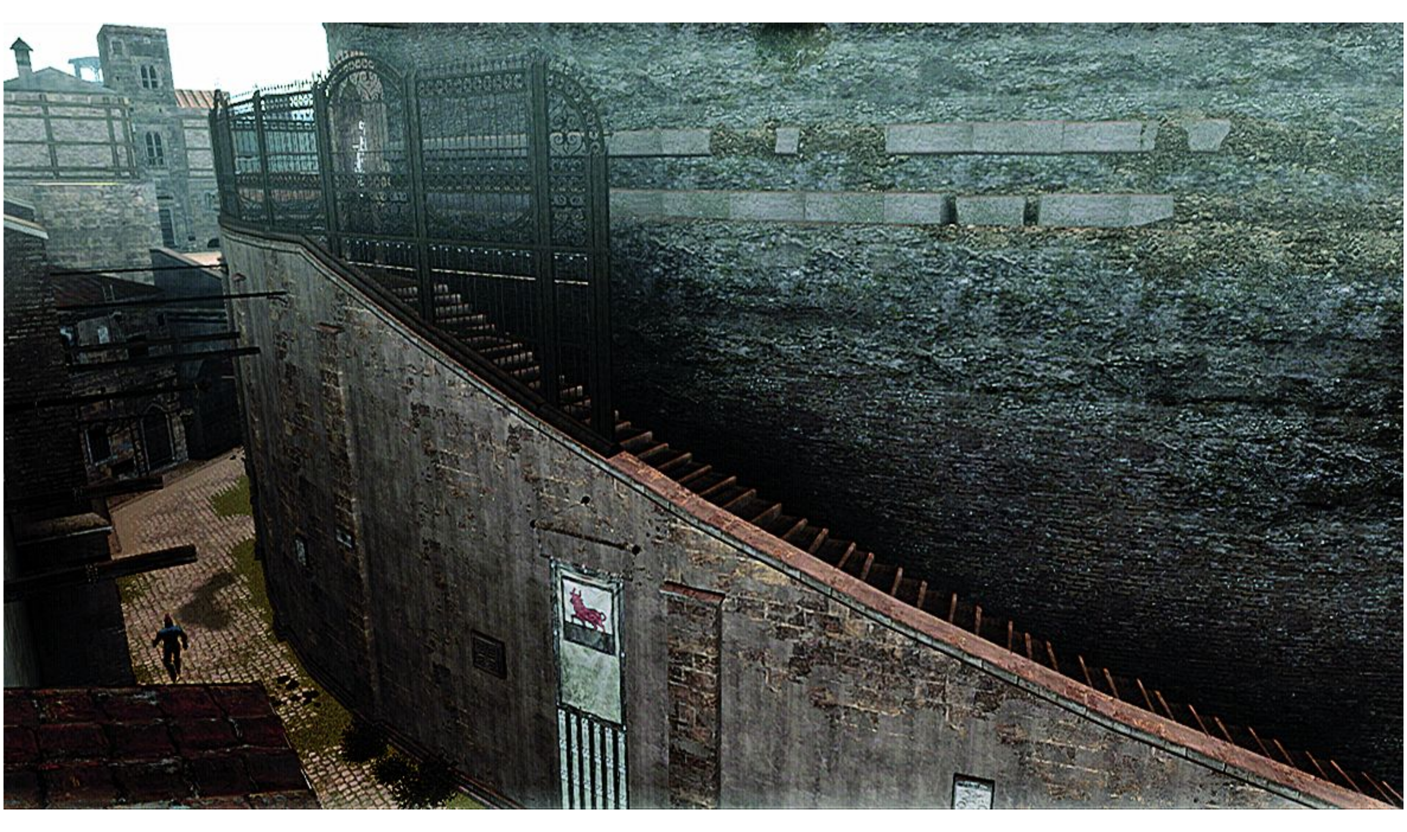


Figure 01

Eliminate all guards with the Crossbow or the Flying Knives Special Attack en route to the next waypoint; you should recognize this area from the earlier Castello Crasher memory. Inside the library, you will find two sentries: one on a balcony, the other walking below. Watch their movements carefully, then assassinate the guard on Ezio's level when he walks to the right; you can then sneak over to the bookcase on the left, climb to the balcony, and kill the second sentry. There is a third guard by the open window and waypoint, so switch to the Crossbow and slay him before he notices Ezio's arrival. Watch the guard on the roof opposite the open window and, when he walks north, hop out and traverse right to reach the final waypoint.

AN APPLE A DAY:

The Full Synch requirement for this memory allows for a change of approach. Climb up to the roof above once the action resumes, then, ignoring the guards, sprint to the east and drop over the ledge there. Use the Drop and Catch Back techniques to reach the window below.

Proceed to the next waypoint and, after the brief cutscene, climb onto the beam above Ezio's position. Use the Wall Eject Side technique: wall run from on top of the crates, then jump to the left. Now climb through the hole above. Disarm the guard above, catch him with the Grab move, then throw him into a wall. You can then run up the spiral staircase before he can regain either his wits or his weapon. At the top, perform a Leap of Faith to the wall below.

Ezio must now reach San Pietro within the specified time limit, with every guard in the intervening area hell-bent on catching him. Perform a second Leap of Faith into the pile of hay close to the Castel Sant'Angelo entrance to the south, then call or commandeer a horse and gallop to the square in front of San Pietro. Ezio must be anonymous to trigger the waypoint marker, so you may need to take a detour to a hiding spot (and evade enemies with well-placed Smoke Bombs) before you enter the building. After passing through the doorway, activate Eagle Vision and approach the illuminated sculpture.

THE APPLE OF EDEN:

Interact with the glowing sculpture to begin the memory, then unleash the awesome power of the Apple to disable all who stand before Ezio on his escape from the Vaticano district.

The Apple of Eden: Full Synch Strategy

As Ezio can only use the energy-sapping Apple of Eden during this memory, satisfying the Full Synchronization condition of no health loss presents something of a puzzle – and a challenge that arguably exceeds any other in Assassin's Creed Brotherhood. On your first playthrough we would suggest that you simply have fun with the Apple, then return to obtain Full Synch later.

The sole exit is on the east side of the courtyard, with enemies funneling in through it as the memory begins. Run in that direction, then double back to avoid the first few guards who sprint to engage Ezio. Once the doorway is mostly clear, change direction and charge through it before an adversary can land a blow. This may take practice, so be prepared to select Restart Memory and start over a few times before you refine your evasive maneuvers.

Barge through any assailants left standing under the cover of the exit, then immediately turn to the right, leaping over the balustrade as you reach it. Continue south, past a cart filled with leaves, and head through an opening to weave through a small courtyard; after exiting it via a second doorway, turn left to reach another leaf-filled cart (Fig. 2). Dive inside this and wait. Don't emerge until all guards have left the area.

With no way to exfiltrate stealthily, we suggest that you head to the rooftops and stick to the southern edge of the district to make your escape (Fig. 3 to 5). Weave and dodge to avoid fire from any Crossbowmen you pass on the route, then dive into the Tiber and swim away to conclude the memory.

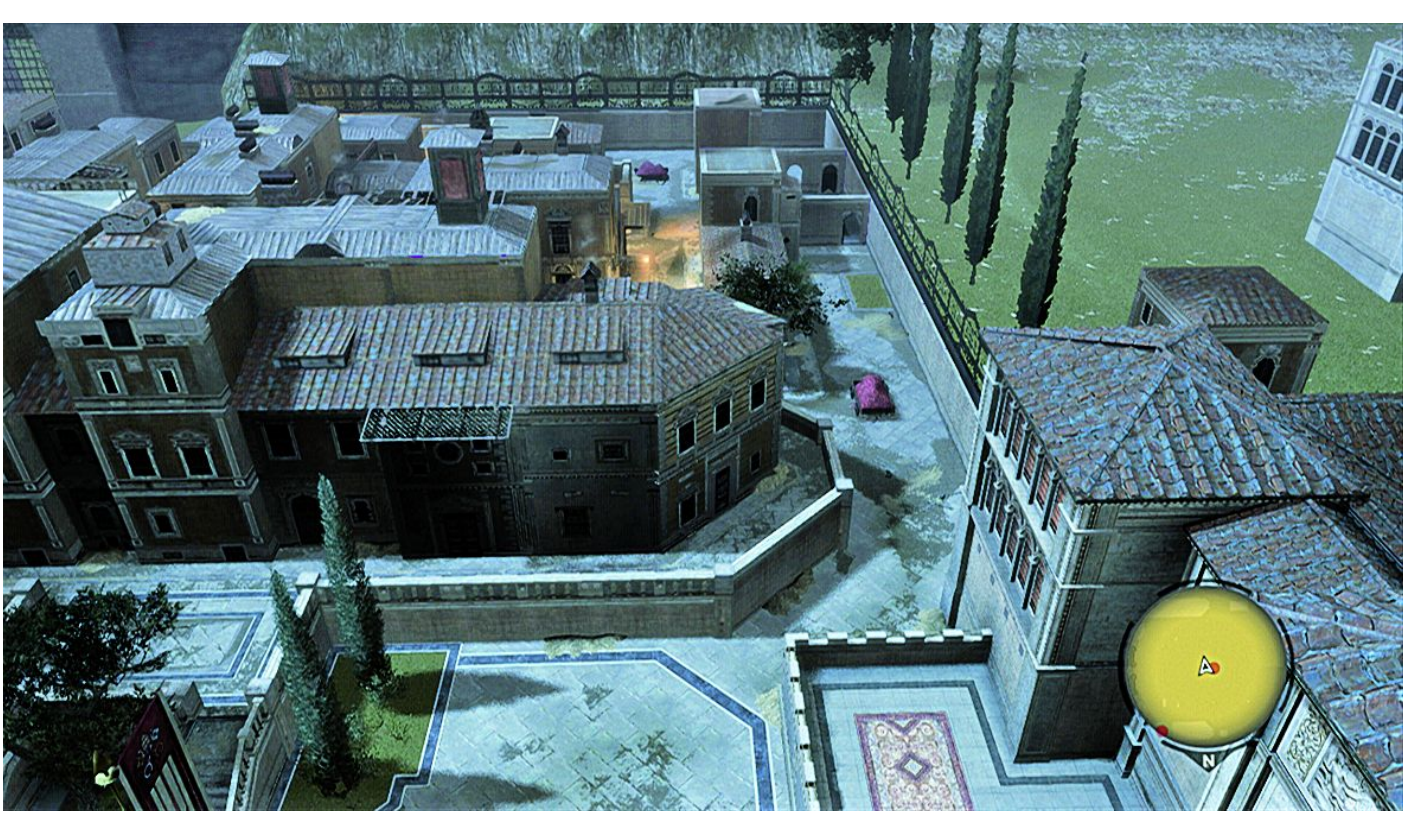


Figure 02

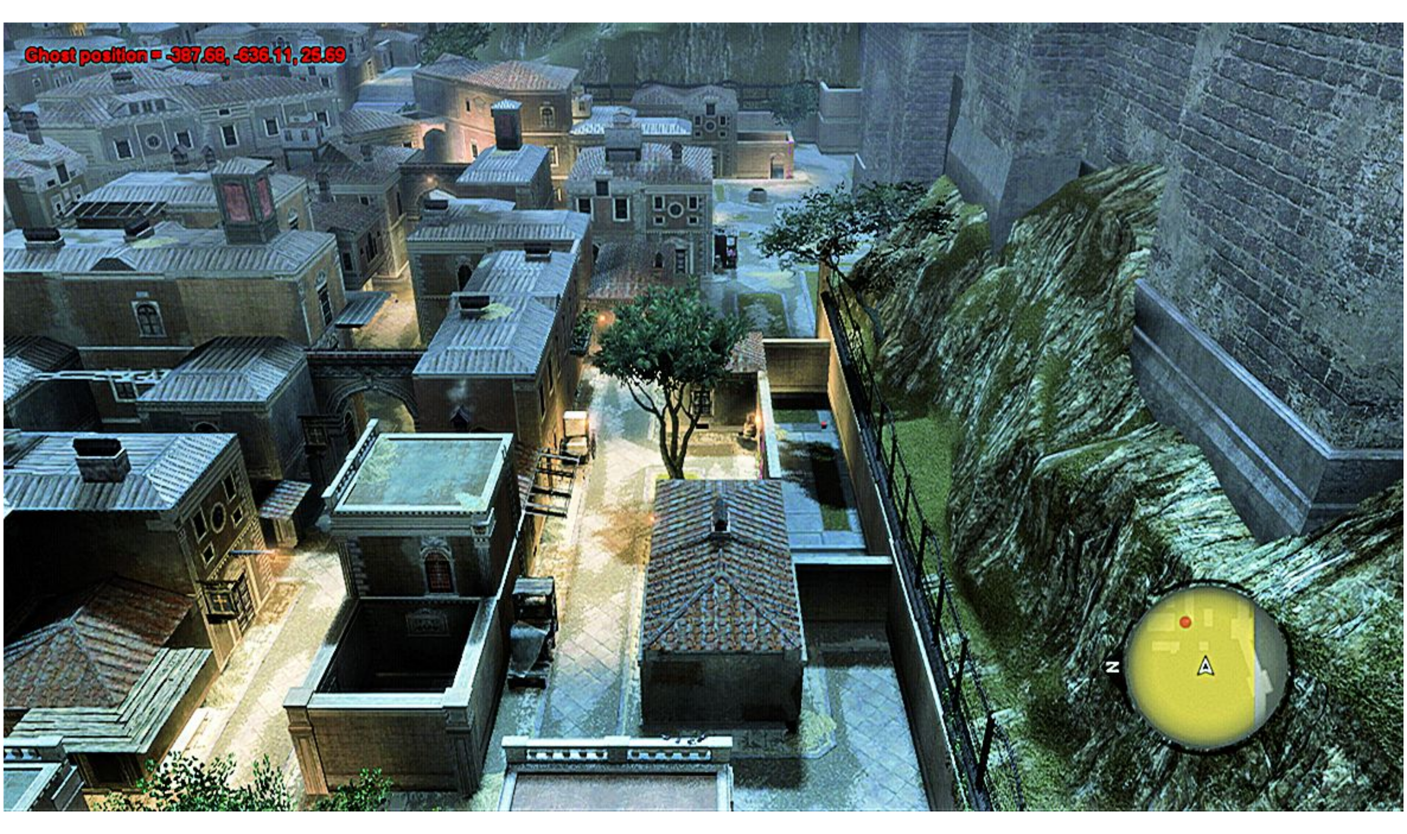


Figure 03

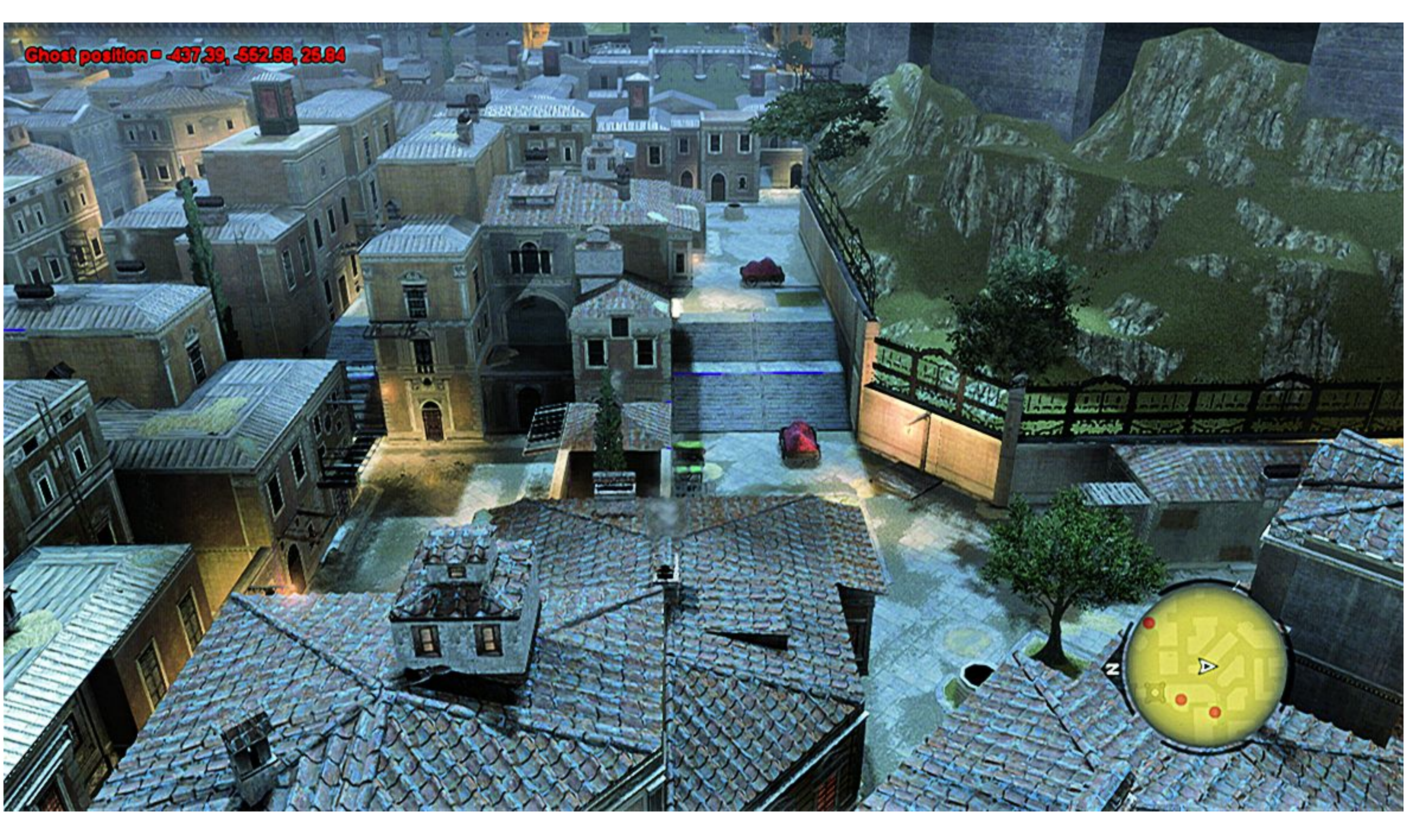


Figure 04

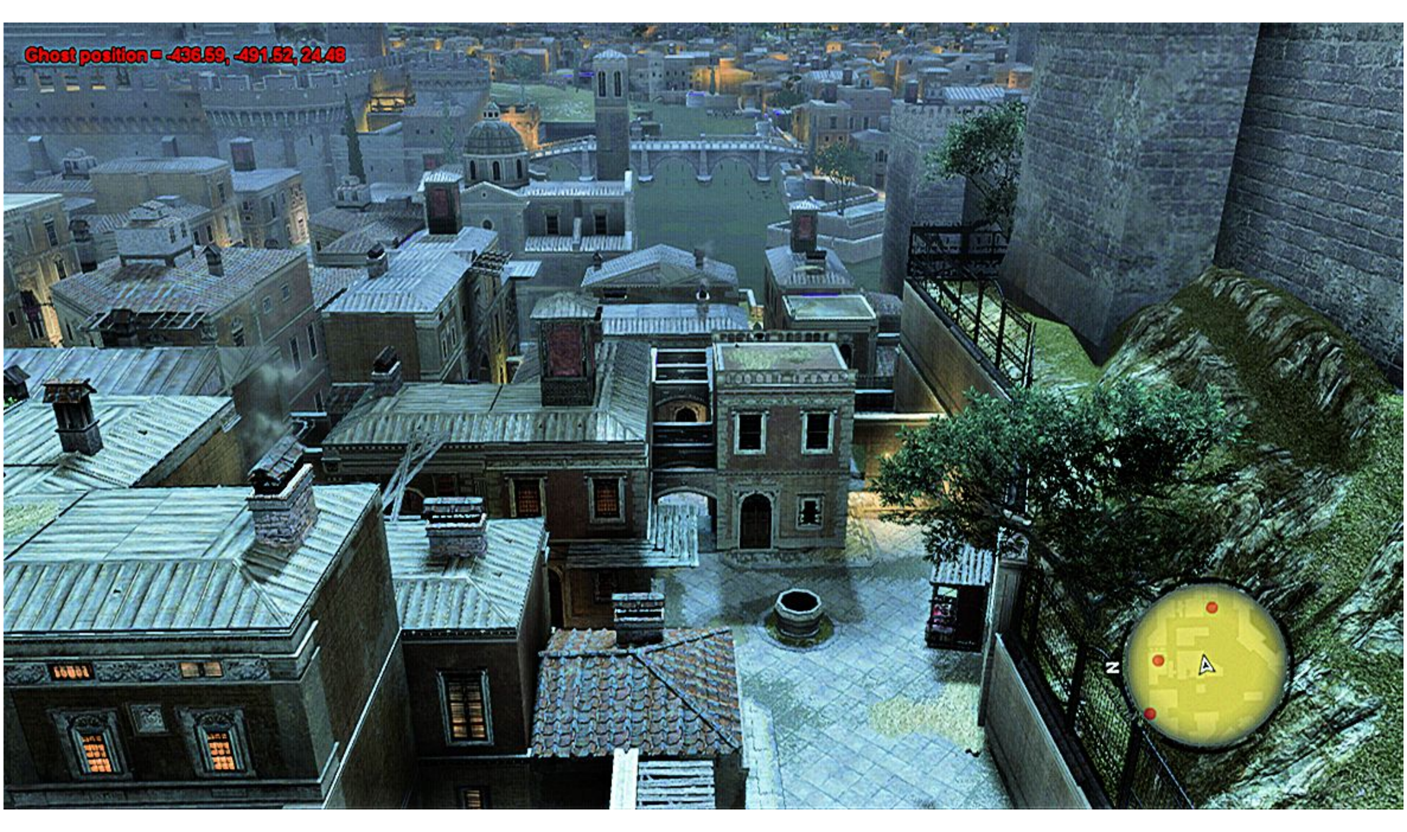


Figure 05

Optional Activities

The gap between the second and third memories of Sequence 08 is your last chance to attend to side quests for the foreseeable future, so be sure to complete any of immediate interest before you begin The Apple of Eden. If you have collected all five Keys of Romulus available so far, this is definitely the time to complete the final Follower's Lair in the Vaticano district to claim a mighty prize: the Armor and Dagger of Brutus.

Using the Apple

- Hold the Weapon Hand Button to charge the Apple of Eden, then watch as Ezio's Health Squares are consumed. When only a few blocks remain, quickly release the button to unleash its power. Completely draining Ezio's energy will cause him to collapse temporarily, so is generally inadvisable. His Health Squares will gradually replenish in the seconds that follow.

- As you charge the Apple, an initial yellow ring appears and expands rapidly. Any assailant caught inside this zone will turn on their allies, or collapse in terror. After a time, a second white ring appears. Though it expands slowly, opponents caught within its radius are incapacitated instantly.

- Try to wait until guards are within range before you use the Apple: aim to disable as many as possible with each burst to lessen the risk of harm while Ezio's health replenishes.

Memories 04 to 06

NOTE:

Memories 04 to 06 are extremely short, and have no Full Synchronization conditions. Ezio is at maximum Notoriety throughout, so try to avoid guards outside of open conflict.

DEMILITARIZATION:

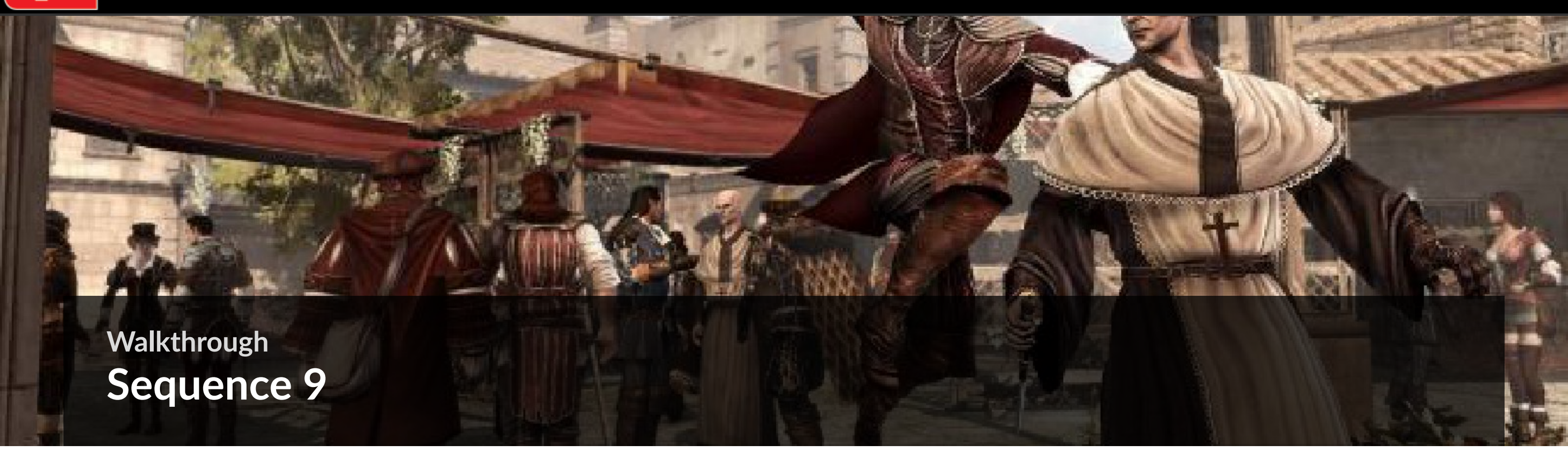
Enter the area highlighted nearby to locate Cesare. After the cutscene ends, use the Apple of Eden to kill all marked guards.

SEEING RED:

Locate the Cardinal within the marked area, then follow him to his destination inside the Colosseum. When the cinematic ends, break out the Apple of Eden to ward off aggression and neutralize the marked targets.

ALL ROADS LEAD TO...:

Approach the city gate. Incapacitate all soldiers with a single, powerful blast of the Apple of Eden, then hold off successive waves of opponents until Ezio can confront Cesare Borgia



Walkthrough

Sequence 9

Memories 01 & 02

PAX ROMANA:

After the brief struggle with Cesare and opening battle, mount the horse and ride through the waypoint. When Ezio's steed is killed by a cannon blast, approach the ruins and hide in the hay pile. Assassinate the Leader as he passes by, then observe the soldiers stationed ahead. In addition to the two sentries with their backs to Ezio, regular patrols pass from right to left on the road ahead. These are limitless in number, so getting into a pitched brawl isn't a wise decision. Wait until a patrol passes, then dispatch the two stationary guards simultaneously with a double assassination (Fig. 6). There is another hay pile in the ruins a short run to the north, so hide Ezio here; silently kill any soldiers who approach.

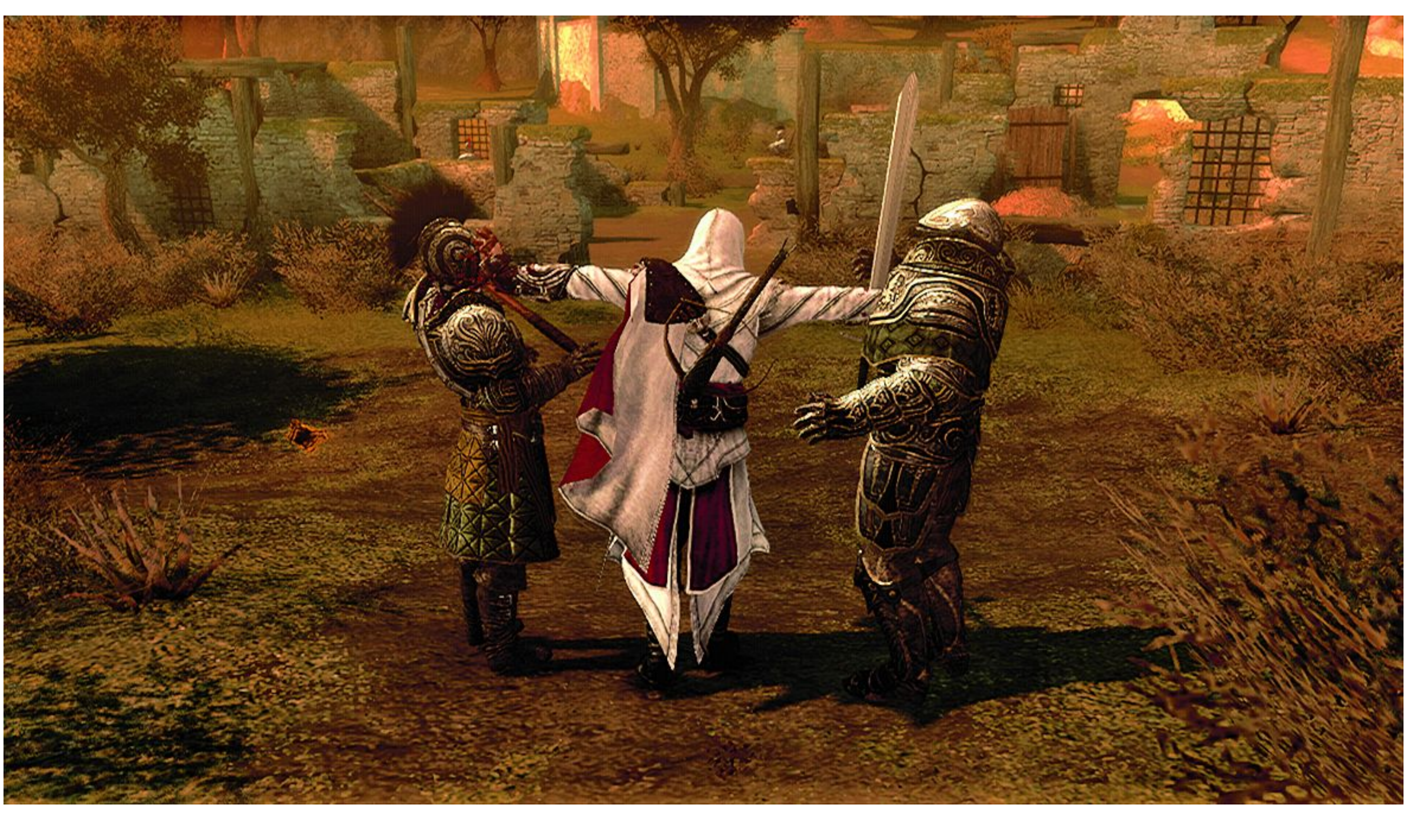


Figure 06

Once again, watch the path to the north for the regular patrols and, when one passes, run forward and assassinate the two stationary guards. Approach the left-hand side of the wall further north (by the Desynchronization boundary), then climb up. You can attempt to hide in the hay pile here and neutralize soldiers stealthily, but this isn't strictly necessary: there are no "infinite patrols" here to trouble you. It's quicker to kill the Gunman, acquire a polearm from a Seeker, then slay the remaining soldiers with easy Counter Kills.

Climb up the next wall to reach a road. Avoid the groups of marching soldiers and silently assassinate the two lone soldiers you encounter (one on the near and one on the far side of the road) en route to the waypoint. When the cutscene ends, hug the right-hand side of the road and walk calmly to the building on the right-hand side of the street, then climb it. From here, you can avoid the battles raging below by travelling to the next waypoint via the rooftops. Try to eliminate the Gunmen you encounter before they see Ezio, as detection in this memory tends to send all enemies in the vicinity charging in his direction.

Climb the burning siege tower. Note that you can change the face of the ladder Ezio is climbing on while ascending – if he suddenly freezes at the top, it's probably because you're attempting to pass him through solid wood, with the opening on the other side. After the cinematic interlude, you should again use the rooftops to reach the following waypoint. Climb the siege tower at the top of the steps, then simply run past the soldiers to lock swords with Cesare Borgia.

A SEED:

This is a purely cinematic interlude, but one that answers a longstanding question and sets up a conclusion in present-day Rome...

Last Chance: Leave Animus

The Pax Romana memory is the very final opportunity to select the Leave Animus option in order to explore the Sanctuary and present-day Monteriggioni. There are actually some intriguing (though subtle) story developments that you can find there, plus collectibles littered around the town that reference events from Assassin's Creed II. You can learn more about this feature in the Side Quests chapter.

Warning

If you are diligently collecting all Achievements and Trophies, you must acquire "Mailer Daemon" (access Desmond's email account) and "Dust to Dust" (find an artifact in the present) before you complete Pax Romana. Fail to do so, and you will need to play through to the end of the "Who's Got Mail?" memory in Sequence 02 in an entirely new game to obtain them.

Strategy: Cesare Borgia

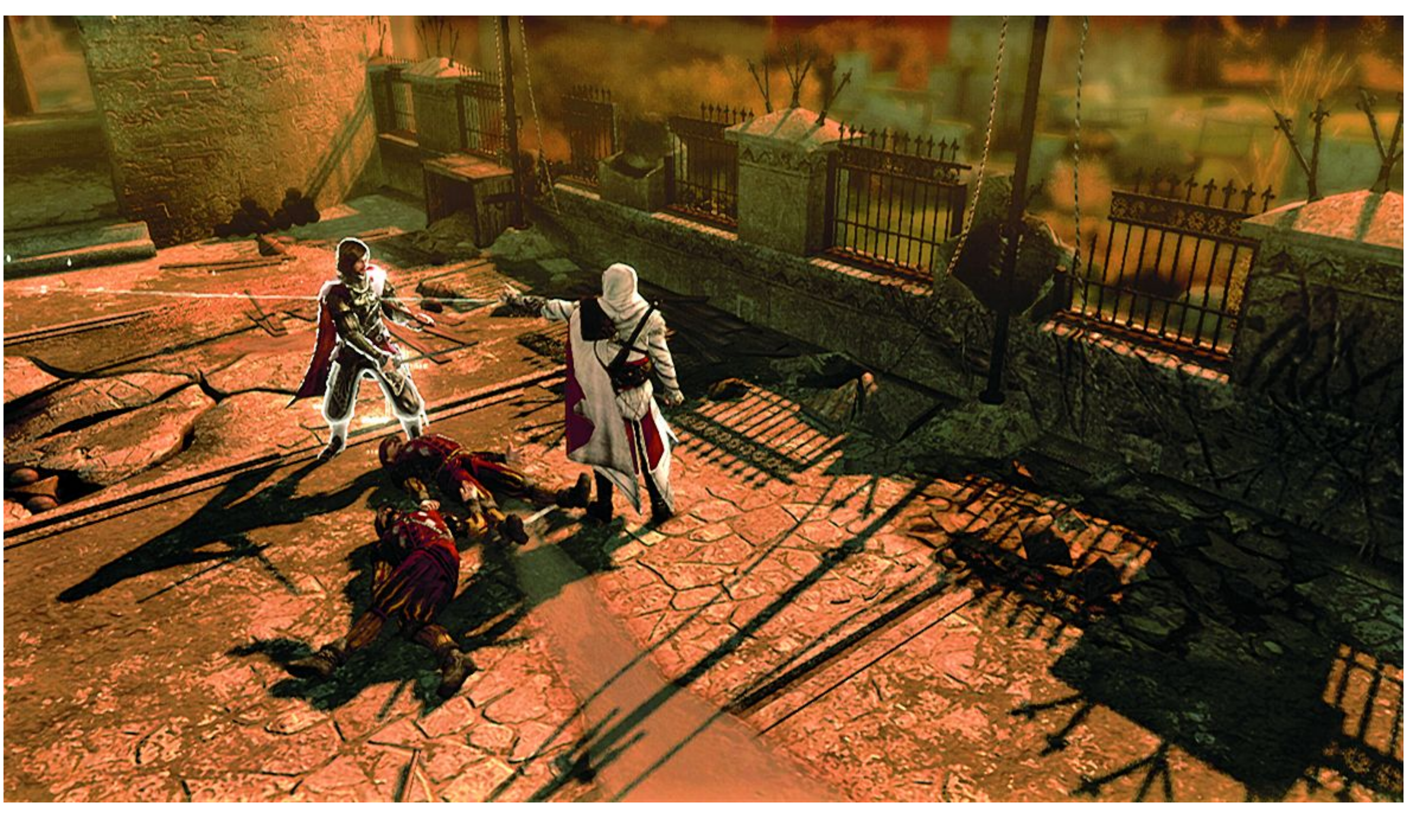


Figure 07

The climatic battle with Cesare is a lengthy combat encounter, but the following tips will enable you to beat him soundly and with no small amount of style.

- In terms of combat capabilities, Cesare is similar to the Papal Guard enemy archetype. Counter Kills (even those performed with the Hidden Blade) have no effect, other than foiling an attack, and he will draw a firearm and shoot at Ezio at regular intervals. You can prevent him from firing by landing any form of attack.

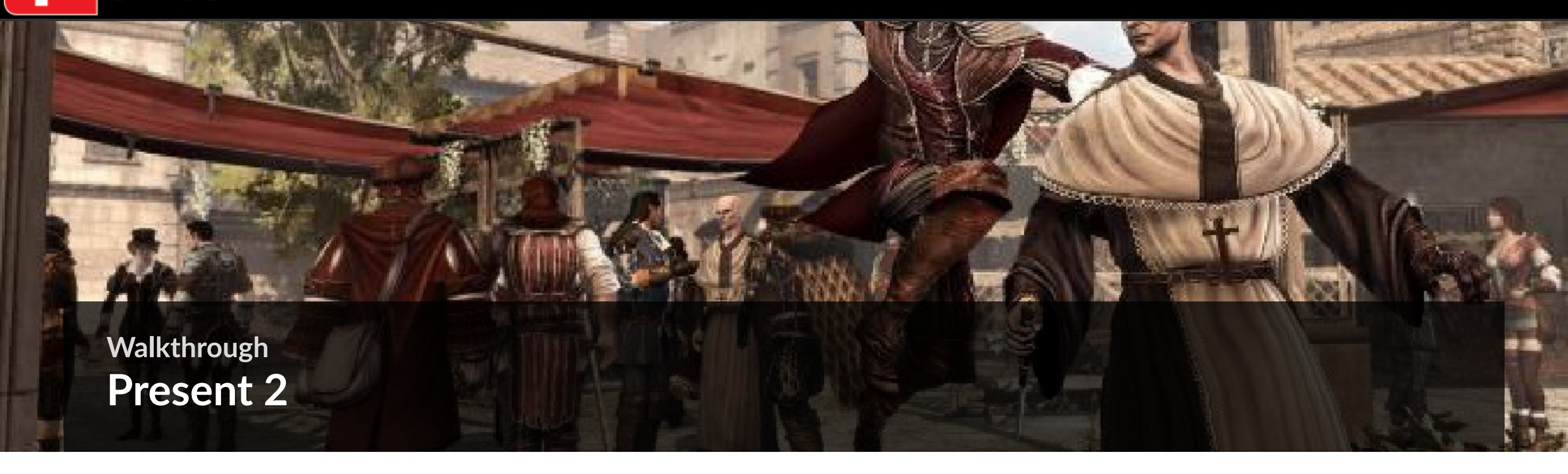
- Unlike Papal Guards, however, Cesare is vulnerable to the Kick move. Use this to break his guard, then take the opportunity to land three-hit combos. You can also shoot him with the Pistol or Crossbow.

- A Medium weapon is your best tool for this fight. If Ezio is currently equipped with a Heavy sword, Disarm a guard to obtain one. This makes it possible to quickly shoot Cesare with the Pistol at the conclusion of each combo (Fig. 7).

Every time Ezio and Cesare lock arms and struggle in an interactive cutscene, this means that you are one step closer to winning the fight. Tap the Weapon Hand Button rapidly to move on to the next stage.

Soldiers will regularly run to assist Cesare throughout the confrontation. As they approach, continue to strike Cesare to prevent him from drawing his pistol. Once a soldier commits to an attack, though, dispatch him with a Counter Kill to set up an Execution Streak. Use this to slay any other guards in range, then direct the last strike at Cesare. This won't cause any damage if it lands (nor, for that matter, will it end the Streak if another guard remains to be killed), but it breaks his guard in a manner that can set up a longer combo than usual.

- If you are attempting to complete the Full Synch condition, use Medicine to replenish lost Health Squares throughout this battle.



Walkthrough

Present 2

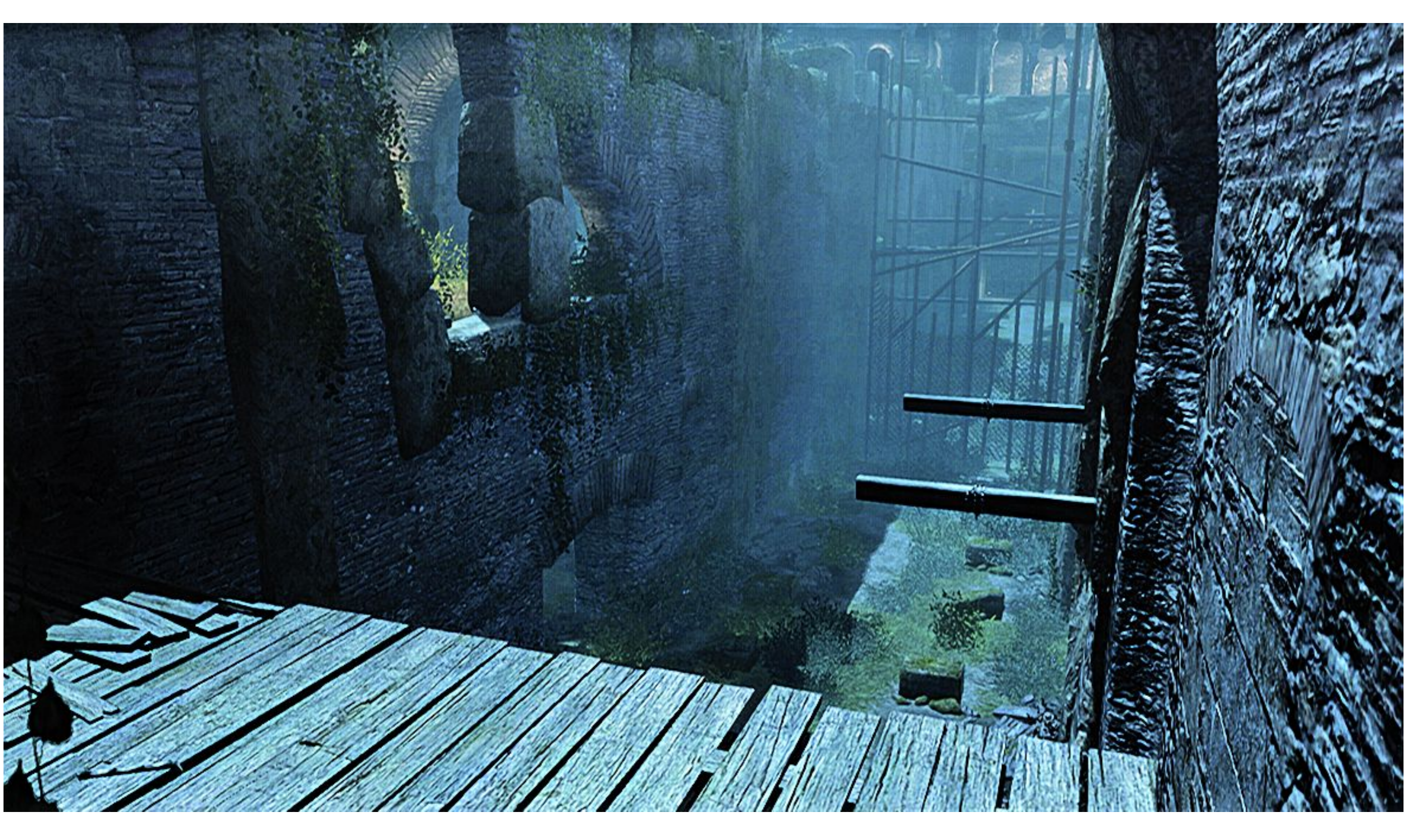
Part 1 & 2

The Key:

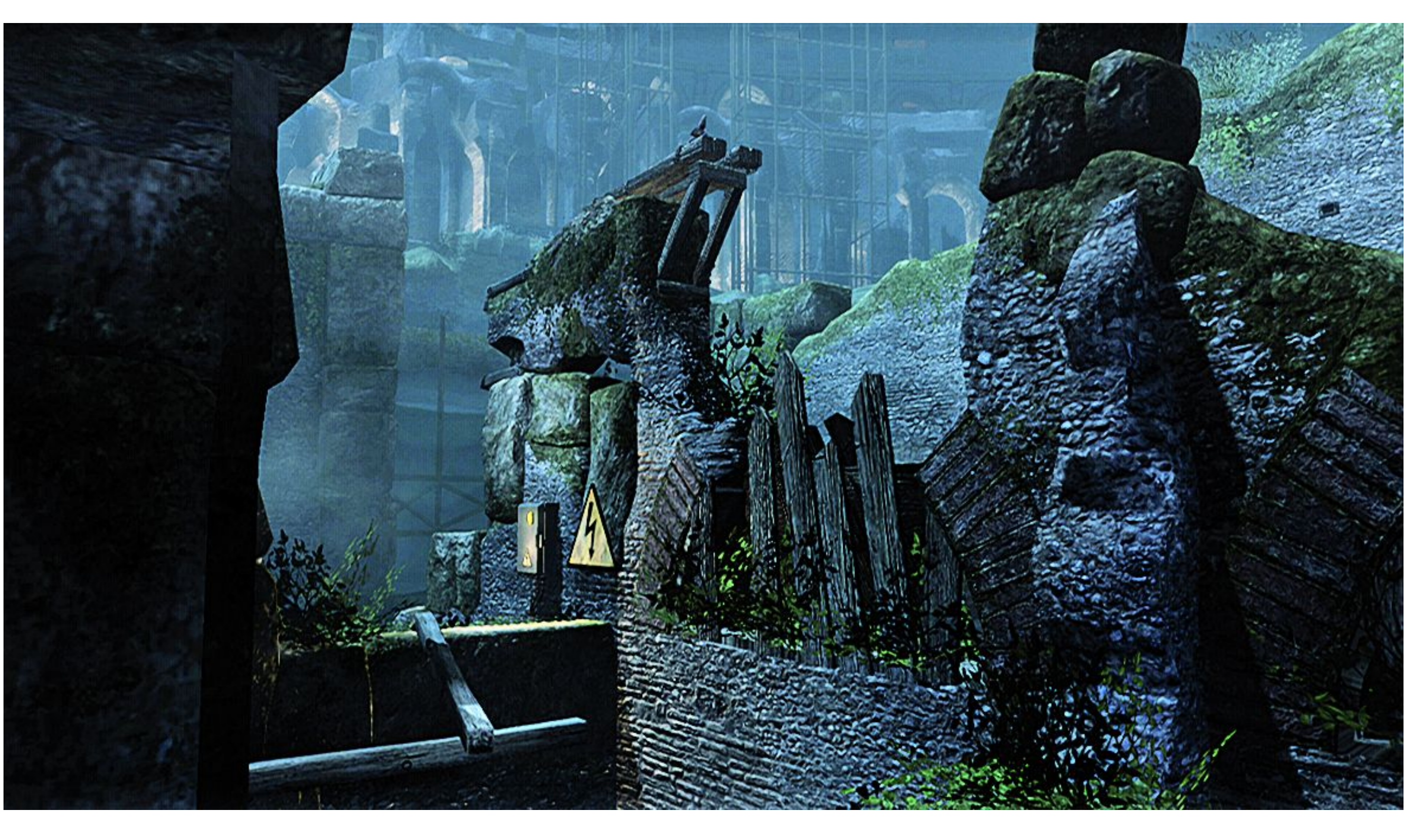
After the action returns to Desmond in the present, run to the top of the Sanctuary stairs. Activate Eagle Vision and approach the wall opposite the door.

Temple of Juno:

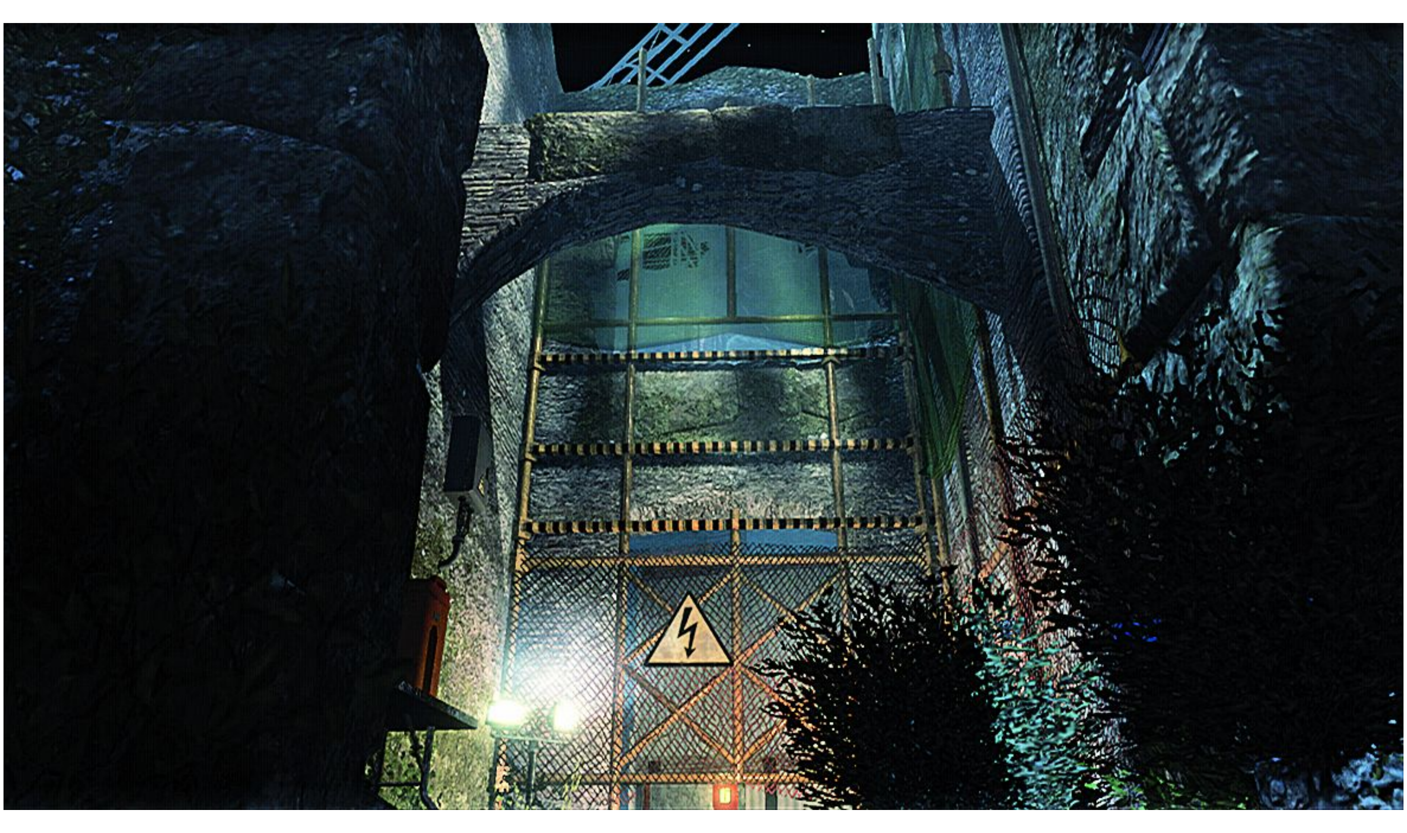
The Colosseum is something of a maze. Use the map and accompanying screenshots to find your way with ease.



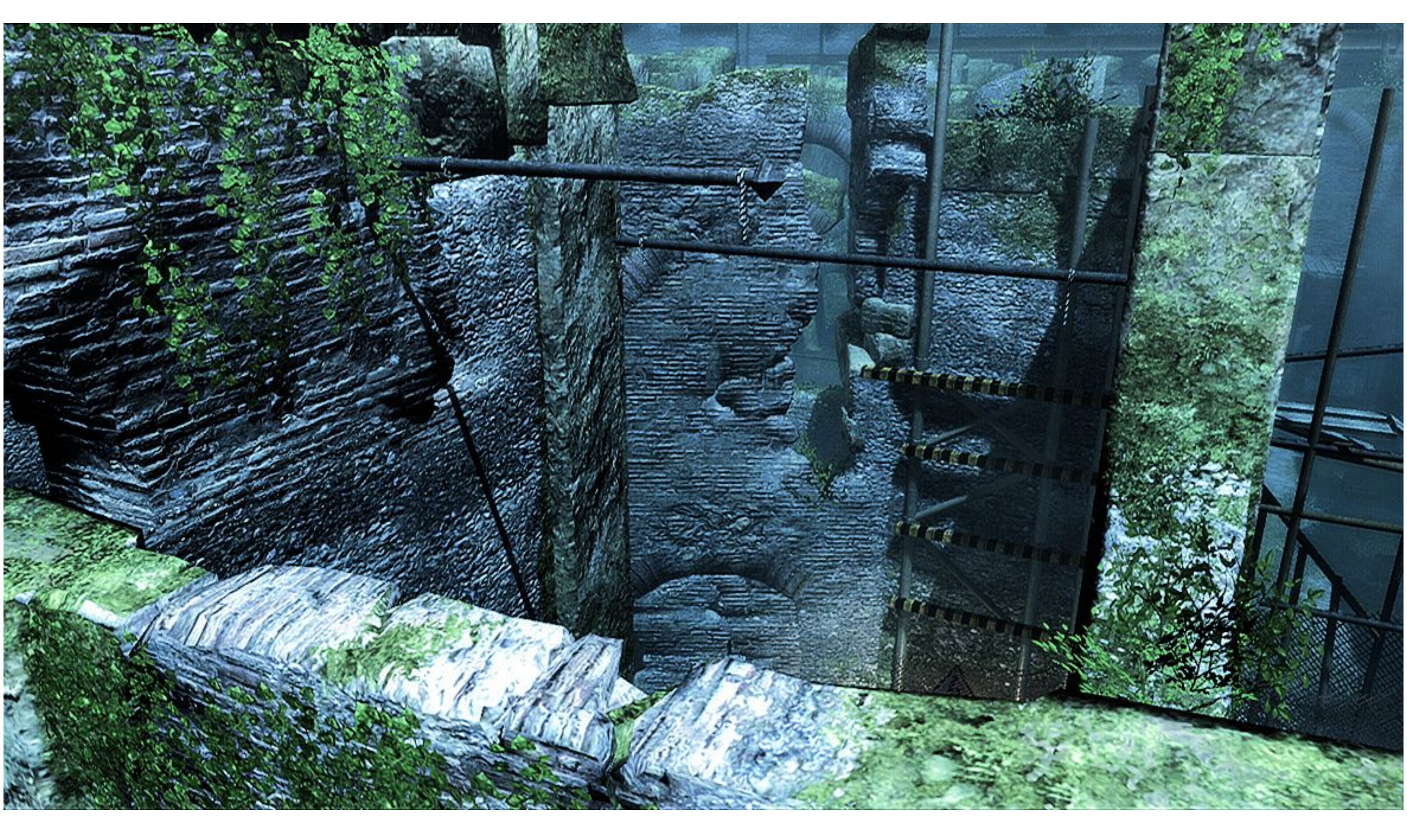
This is Desmond's starting position.



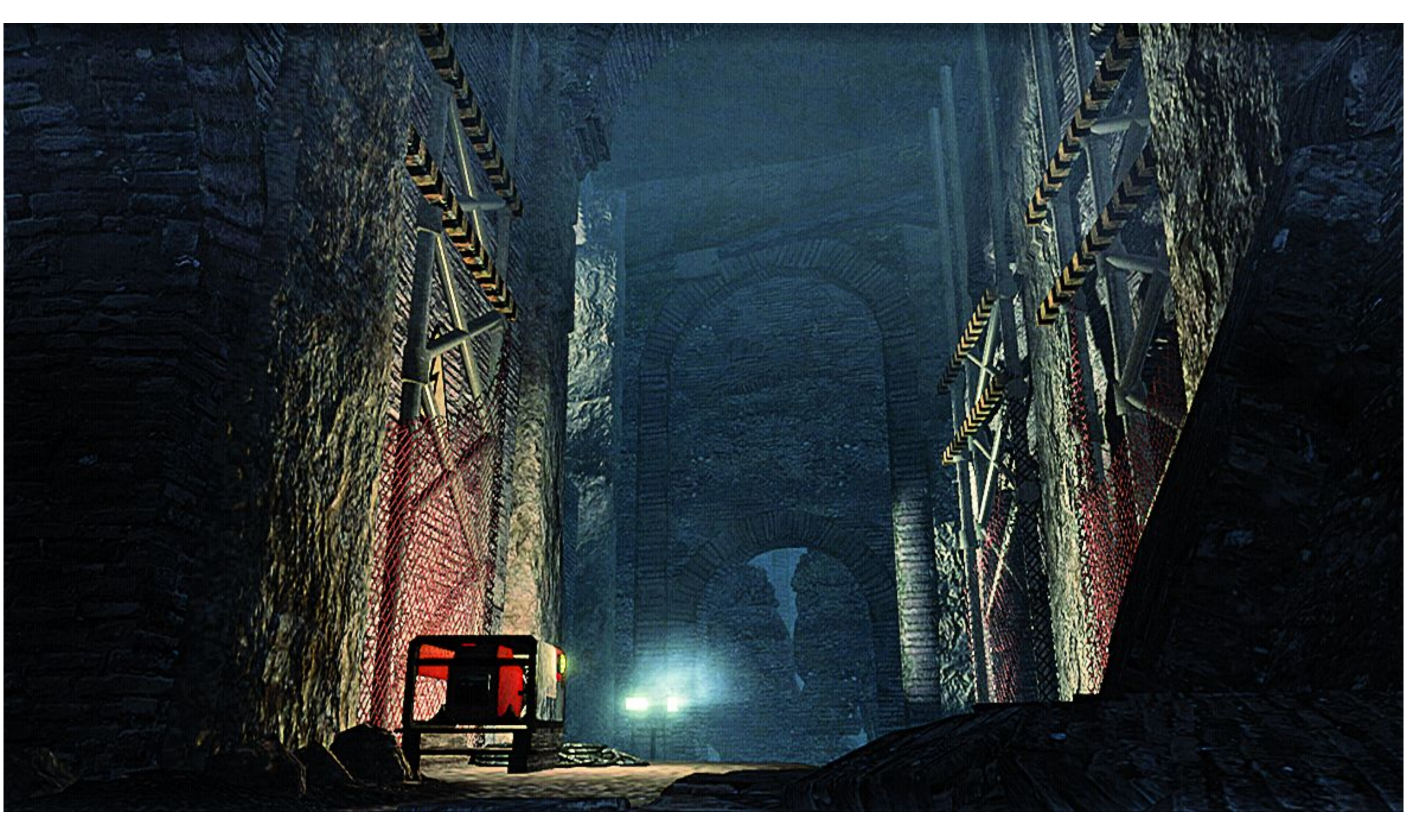
When you reach the electricity warning sign, climb up above it.



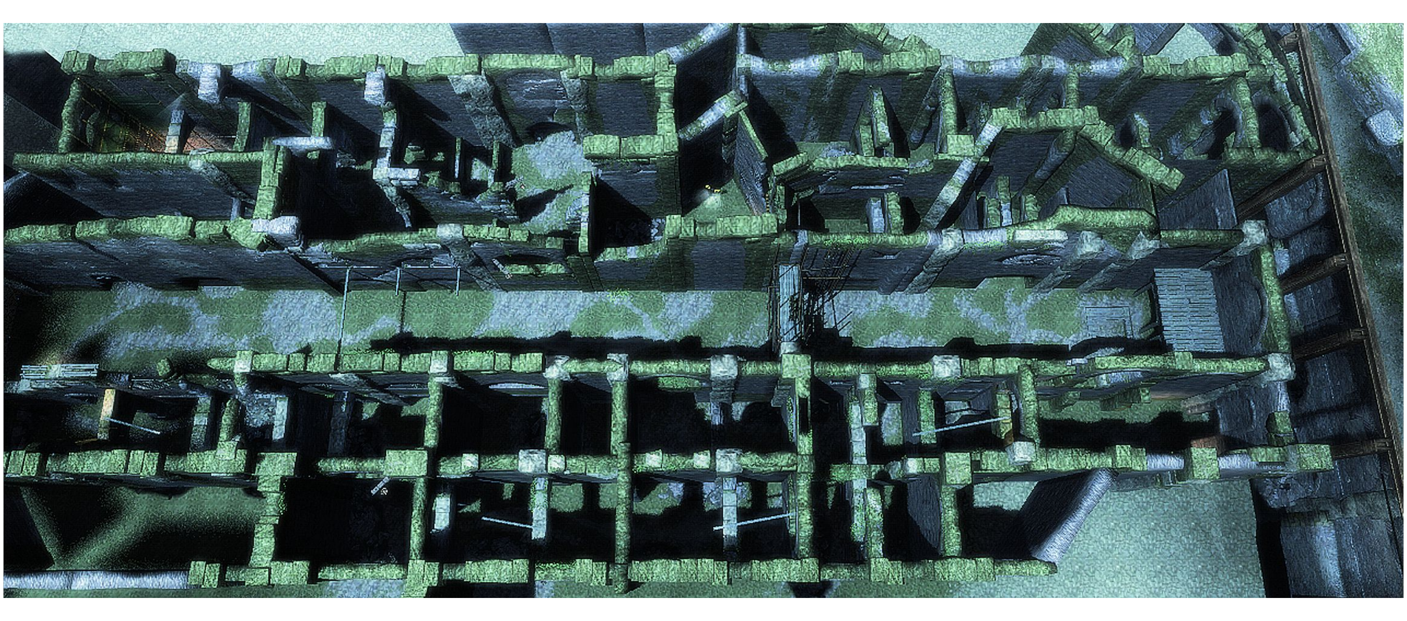
At the dead end, climb the wall and Back Eject to the stone platform behind it.



This is where many players may become lost – it might not be immediately apparent to some that Desmond is supposed to traverse through the gap in the wall here.



In the final section of the maze, use Back Eject to reach the tunnel that leads to the Temple of Juno.



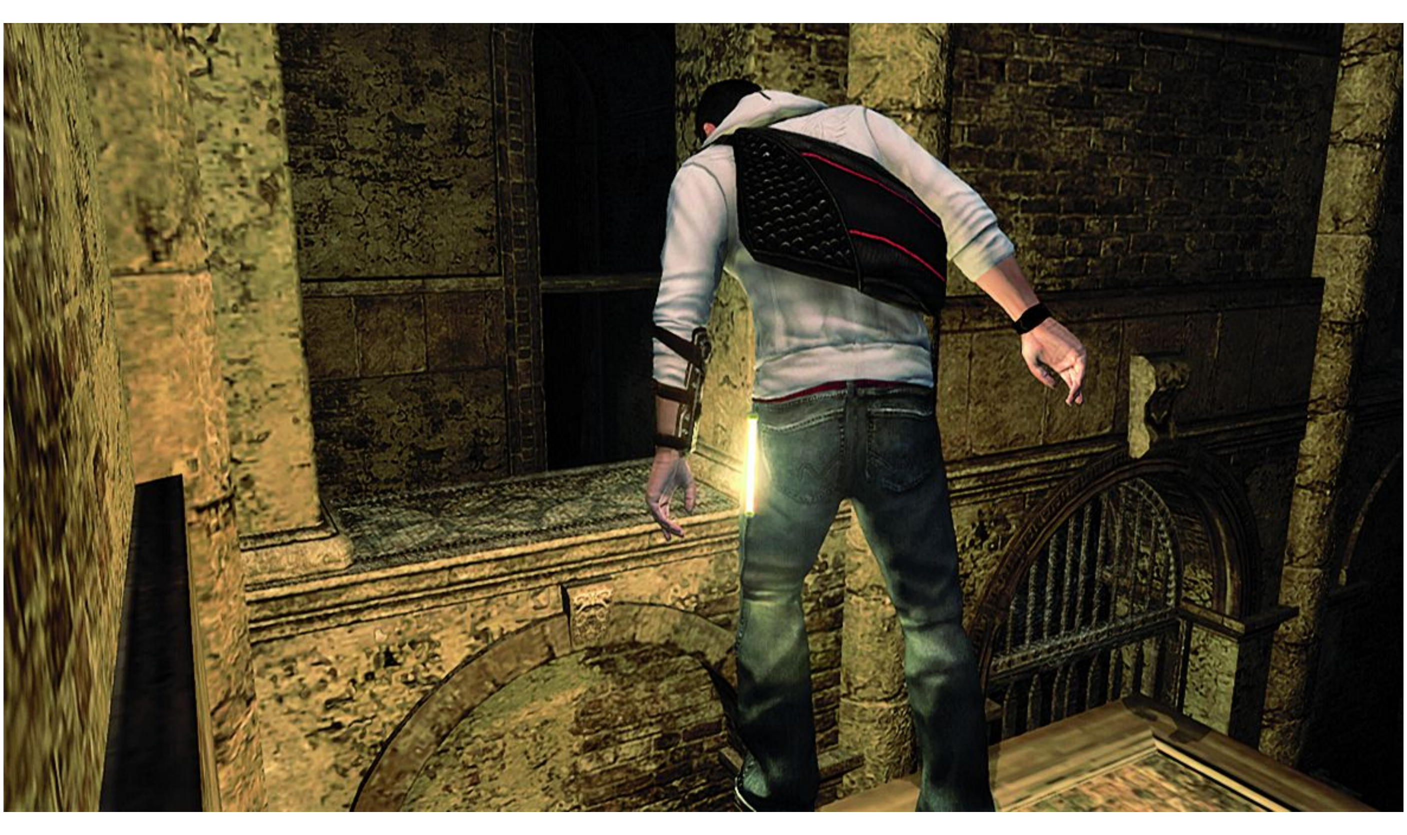


Figure 06

Free run through the tunnel until you arrive at a Lift. Use it, then take a right in the next room to reach a Leap of Faith perch. At the bottom, use Eagle Vision to identify two hidden pressure plates. Interact with both to open the way forward. In the darkened area that follows, climb onto one of the two platforms, then jump through the gap to a ledge in the next tunnel section (Fig. 6). Free run via the beams and poles until Desmond arrives at a gap too wide to leap; at this point, jump to the wall to his right and traverse to the next wooden beam. Leap and swing to the opening directly ahead. In the next room, use Eagle Vision once again to locate two switches.

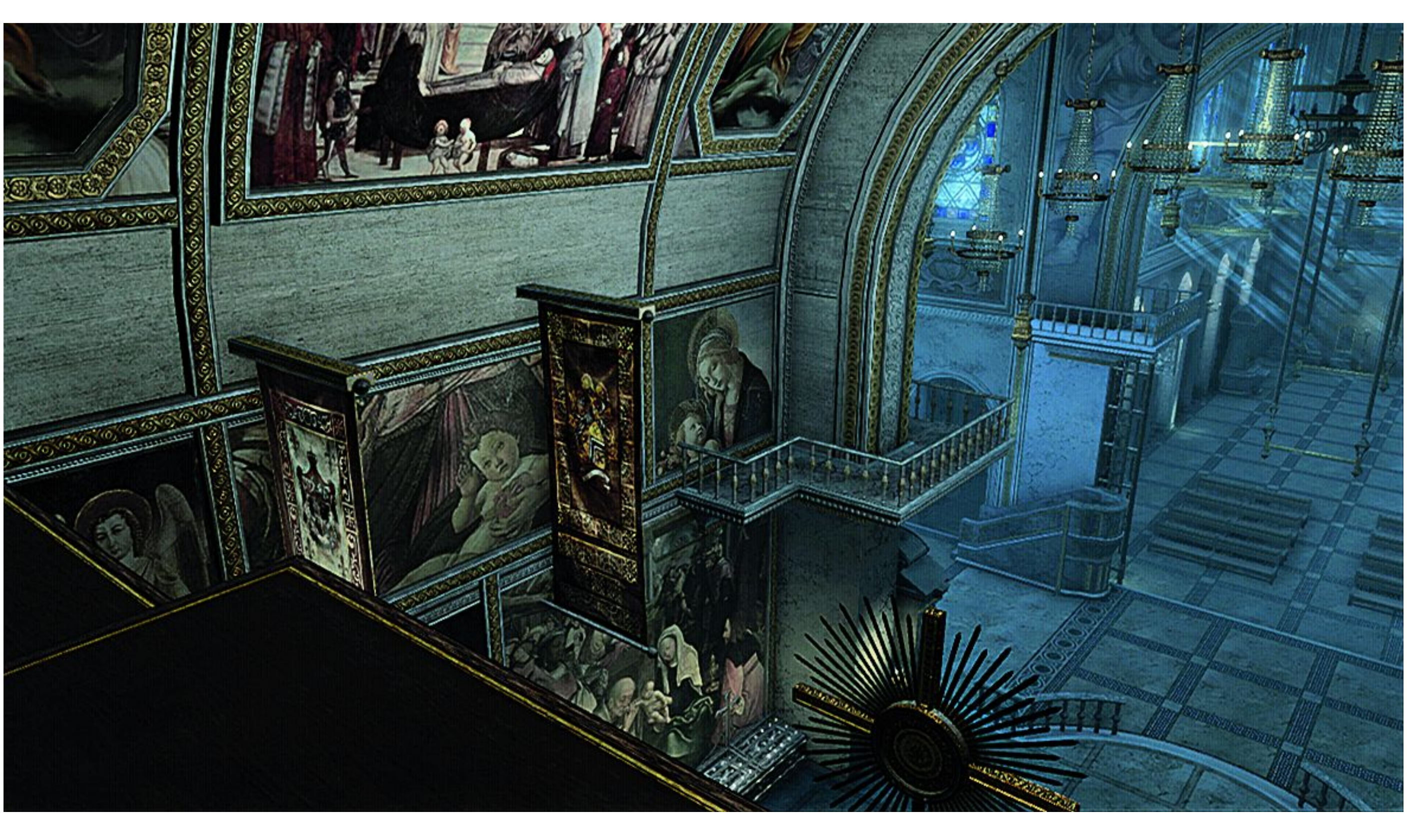


Figure 07

Climb up through the opening to trigger a cinematic. Once it ends, run straight ahead and follow the climbing route taken by the Bleeding Effect apparition of Ezio to the top of the giant cross. Pull the lever to lower an assortment of fixtures from the ceiling. Free run to the balcony, then use these free running elements to progress along the linear route to reach a second lever on a suspended platform (Fig. 7). You will need to employ the Back Eject technique regularly during this climb. After the cutscene, swing down and interact with the mysterious device to continue.

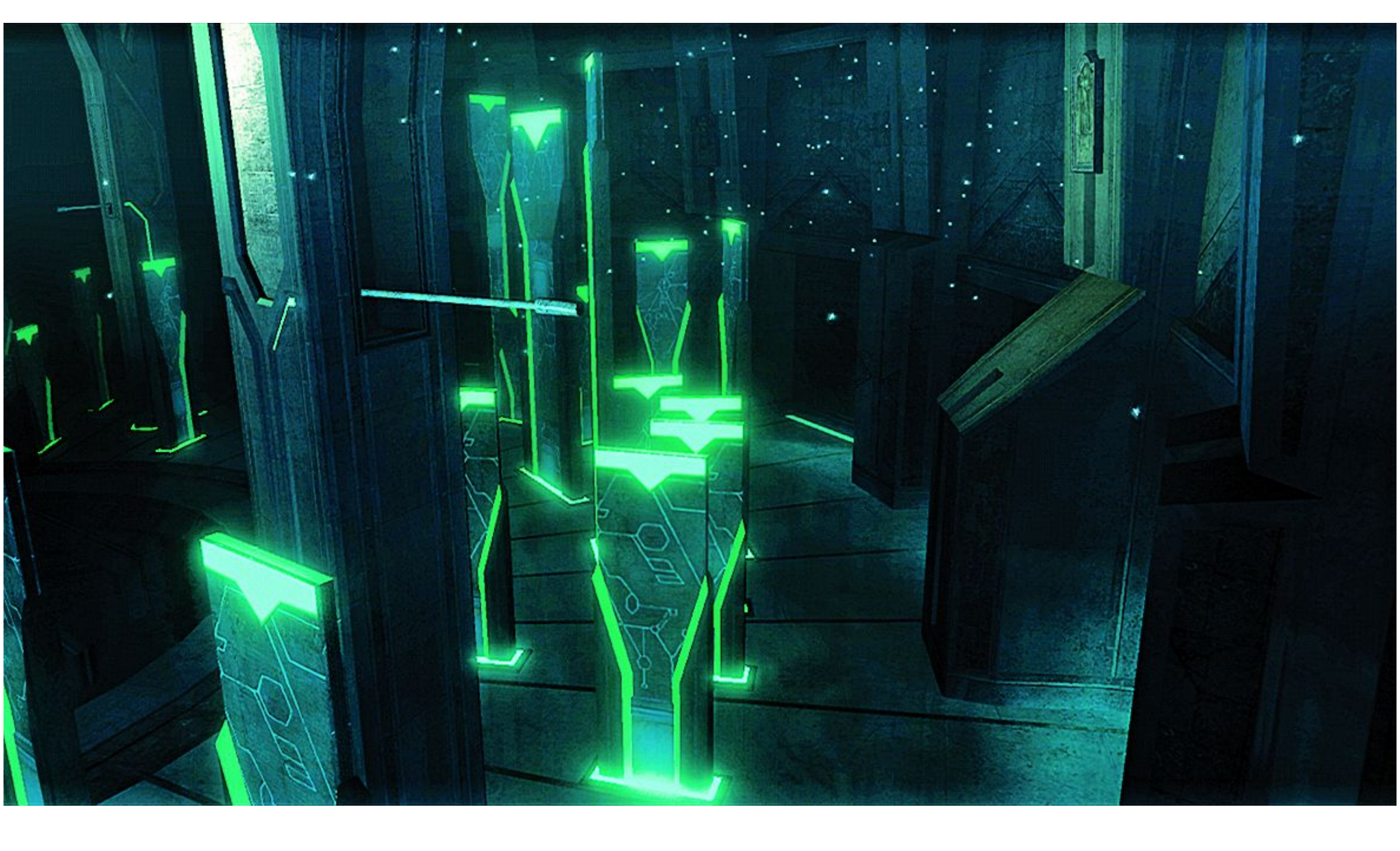


Figure 08

In the main chamber, drop down and interact with the glowing pedestal. Desmond must use the narrow "platforms" that emerge from the floor to reach – within a time limit – one of two poles protruding from the column they surround. Should he fail, the climbing apparatus and switches are retracted, and he must start again. However, only one of these poles is the correct switch: use Eagle Vision to identify it. Once Desmond lands on the first switch a second course appears (Fig. 8). After the next switch, a third course appears (Fig. 9). This is the toughest of all, and requires that Desmond use the Wall Eject Back technique to get to out-of-reach platforms.

The correct switch order is left, right, left. Don't feel obliged to hurry: taking a brief moment to align jumps carefully will prevent frustrating errors. Additionally, completed sections of the course do not retract, so if Desmond should fall, you will find short-cuts at the center of the room – you do not need to free run from the very beginning. After the final switch, hop across to where Lucy, Rebecca and Shaun await. Now, and with no small amount of trepidation, approach the Apple of Eden on the dais at the center of the chamber...

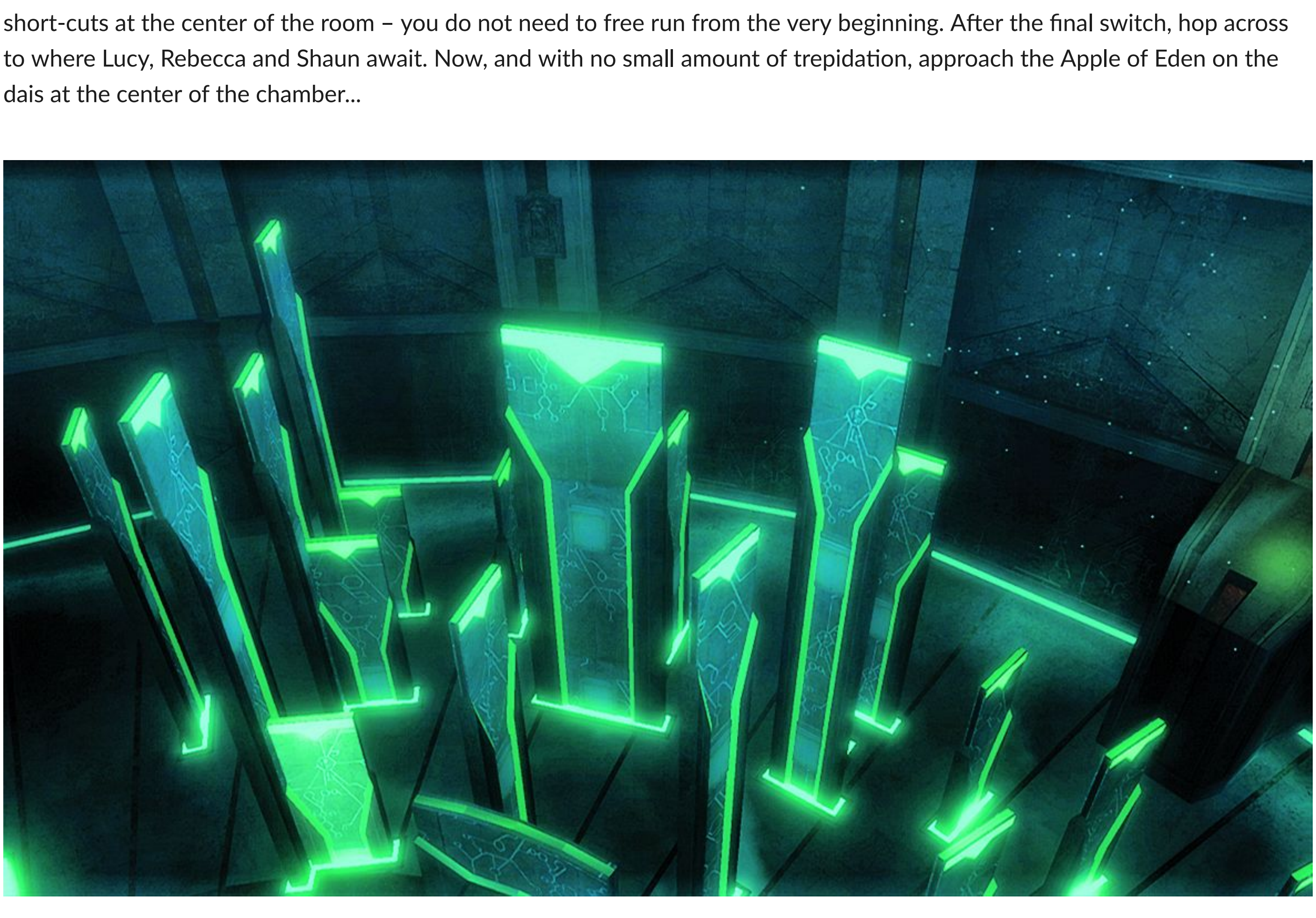
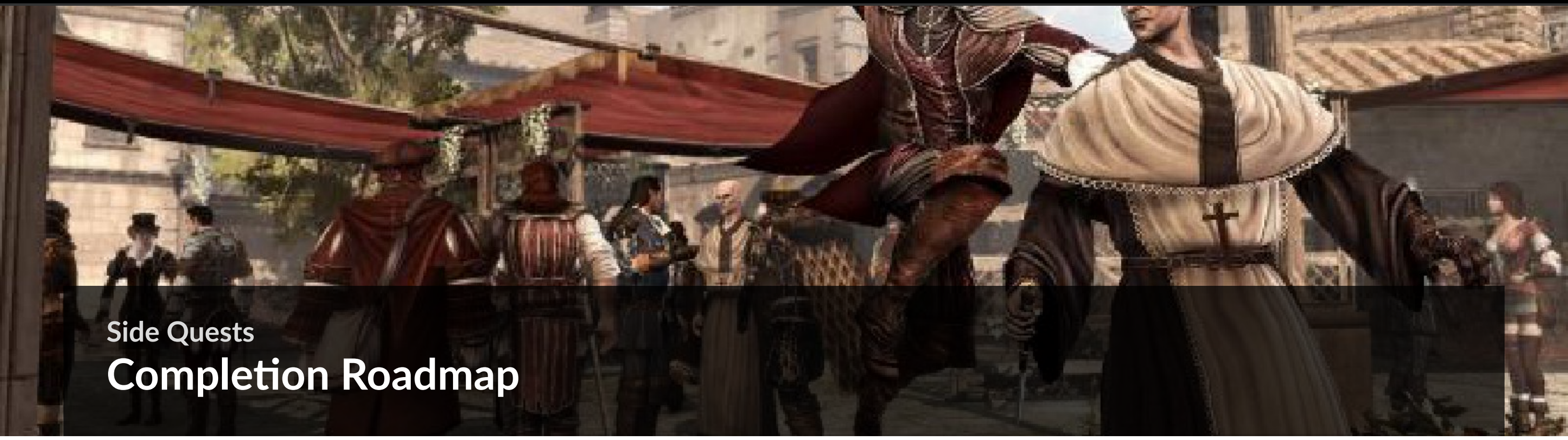


Figure 09

Post-Story Play

After the closing credits roll (listen carefully for additional dialogue), play resumes with Ezio inside the Tiber Island Hideout. Though the main Assassin's Creed Brotherhood narrative may be at an end, you are still free to explore Rome and complete remaining optional memories and tasks at your leisure. The city will be exactly as you left it: the only real change of note in post-credits play is that there is no Leave Animus option in the Animus Desktop Pause menu.

If your mind is racing after the story's denouement, go to the Extras chapter to read insights and analysis on the Assassin's Creed story to date.



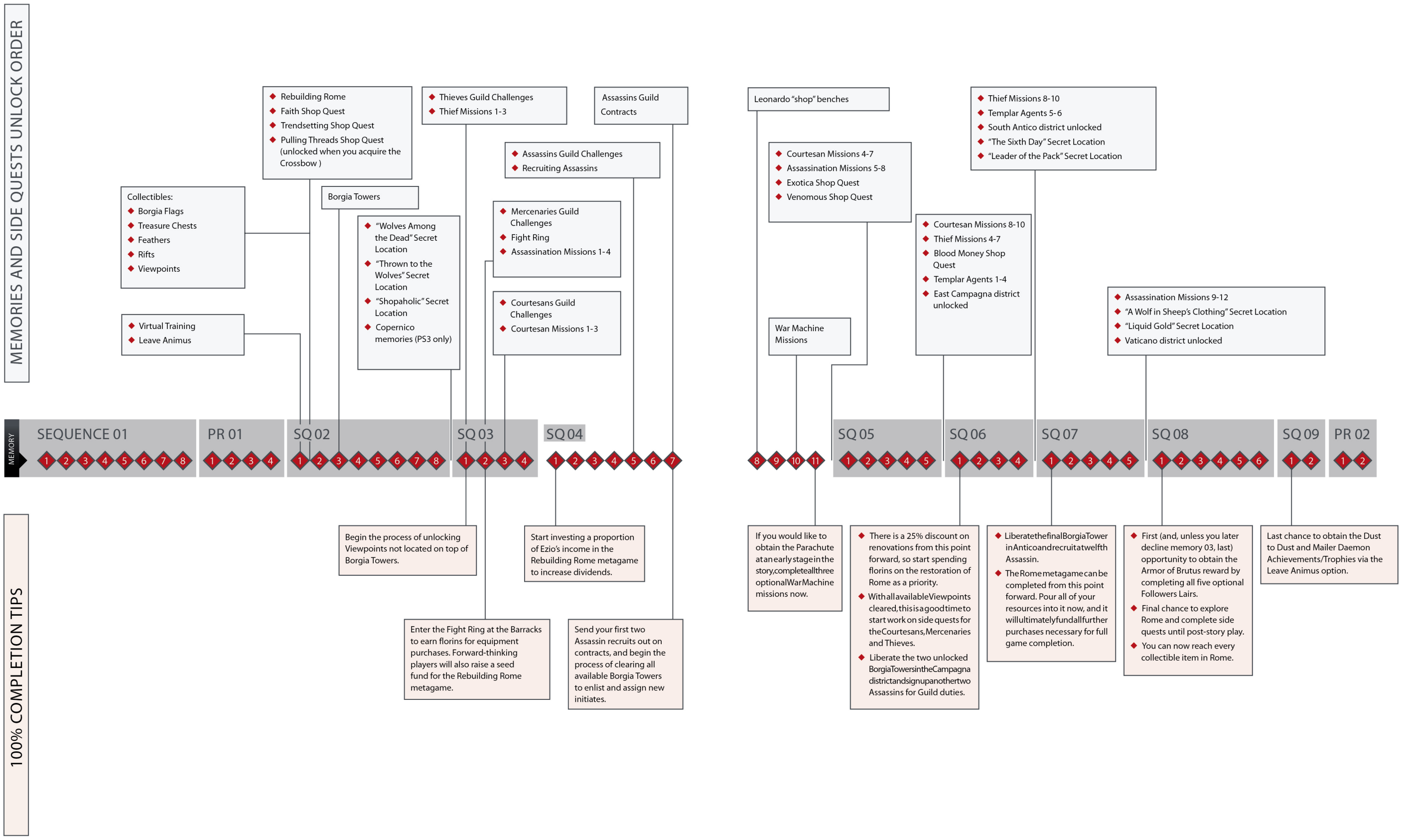
Side Quests

Completion Roadmap

Completion Roadmap

Use this diagram to plot your strategy for the completion of side quests as you play through the story memories. The upper section lists definitive unlock times for all discretional activities and opportunities, while the

lower portion offers suggestions on accomplishing optional tasks that offer noteworthy rewards.



Collectibles:
- Borgia Flags
- Treasure Chests
- Feathers
- Rifts
- Viewpoints

- Virtual Training
- Leave Animus

- Rebuilding Rome
- Faith Shop Quest
- Trendsetting Shop Quest
- Pulling Threads Shop Quest (unlocked when you acquire the Crossbow)

Borgia Towers

- "Wolves Among the Dead" Secret Location
- "Thrown to the Wolves" Secret Location
- "Shopaholic" Secret Location
- Copernico memories (PS3 only)

- Thieves Guild Challenges
- Thief Missions 1-3

- Mercenaries Guild Challenges
- Fight Ring
- Assassination Missions 1-4

- Courtesans Guild Challenges
- Courtesan Missions 1-3

- Assassins Guild Challenges
- Recruiting Assassins

Assassins Guild Contracts

Leonardo "shop" benches

War Machine Missions

- Courtesan Missions 4-7
- Assassination Missions 5-8
- Exotica Shop Quest
- Venomous Shop Quest

- Courtesan Missions 8-10
- Thief Missions 4-7
- Blood Money Shop Quest
- Templar Agents 1-4
- East Campagna district unlocked

- Thief Missions 8-10
- Templar Agents 5-6
- South Antico district unlocked
- "The Sixth Day" Secret Location
- "Leader of the Pack" Secret Location

- Assassination Missions 9-12
- "A Wolf in Sheep's Clothing" Secret Location
- "Liquid Gold" Secret Location
- Vaticano district unlocked

Begin the process of unlocking Viewpoints not located on top of Borgia Towers.

Enter the Fight Ring at the Barracks to earn florins for equipment purchases. Forward-thinking players will also raise a seed fund for the Rebuilding Rome metagame.

Start investing a proportion of Ezio's income in the Rebuilding Rome metagame to increase dividends.

Send your first two Assassin recruits out on contracts, and begin the process of clearing all available Borgia Towers to enlist and assign new initiates.

If you would like to obtain the Parachute at an early stage in the story, complete all three optional War Machine missions now.

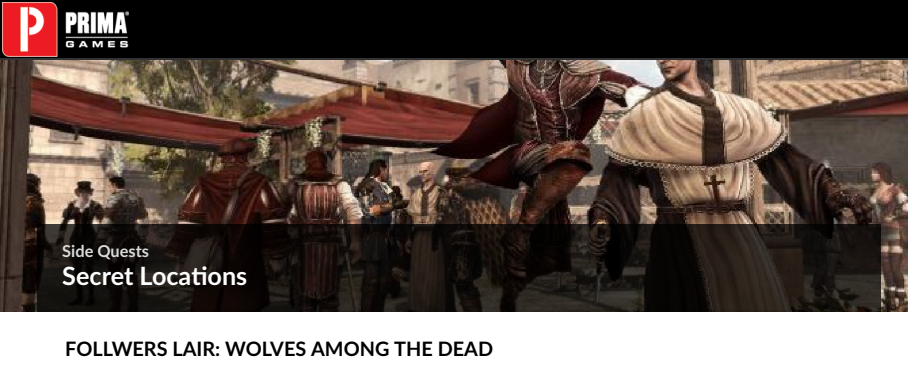
- There is a 25% discount on renovations from this point forward, so start spending florins on the restoration of Rome as a priority.
- With all available Viewpoints cleared, this is a good time to start work on side quests for the Courtesans, Mercenaries and Thieves.
- Liberate the two unlocked Borgia Towers in the Campagna district and sign up another two Assassins for Guild duties.

- Liberate the final Borgia Tower in Antico and recruit a twelfth Assassin.
- The Rome metagame can be completed from this point forward. Pour all of your resources into it now, and it will ultimately fund all further purchases necessary for full game completion.

- First (and, unless you later decline memory 03, last) opportunity to obtain the Armor of Brutus reward by completing all five optional Followers Lairs.
- Final chance to explore Rome and complete side quests until post-story play.
- You can now reach every collectible item in Rome.

Last chance to obtain the Dust to Dust and Mailer Daemon Achievements/Trophies via the Leave Animus option.

SQ: Sequence PR: Present



FOLLWERS LAIR: WOLVES AMONG THE DEAD

Unlocked:

Available from the start of Sequence 03.

Entrance:

Southwest Antico district on the city wall, right next to Piramide Cestia.

Full Synch:

Complete the memory within eight minutes.

Overview:

The red line on the map is the optimum speed run route. The blue line leads to collectibles. We suggest that you use your first visit as an opportunity to pick up all collectibles and familiarize yourself with the tunnel layout, then return to achieve Full Synchronization via the Replay function

At this junction, the left-hand path (via the door on the north wall) enables Ezio to loot a Treasure Chest and pick up Borgia Flag #1 in the large cavern that lies beyond. The route straight ahead takes a much faster path, and is strongly recommended for speed runs.

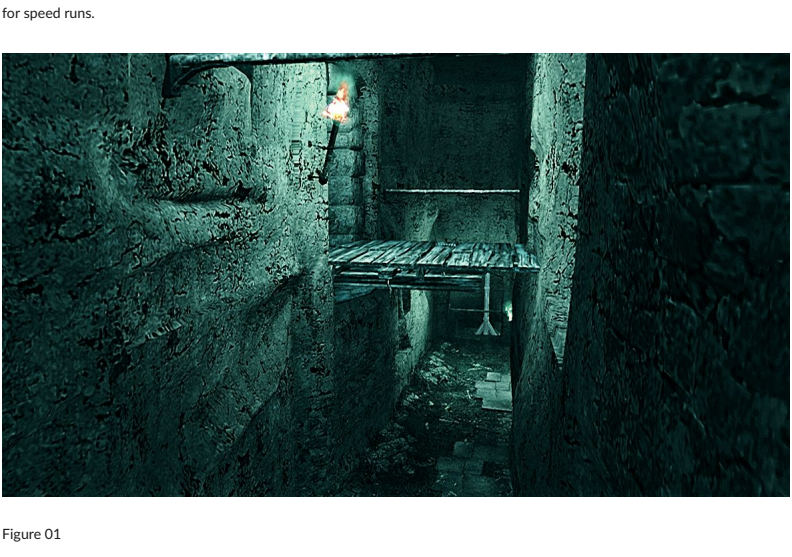


Figure 01

There are various ways to climb down at this location. Players on a speed run should employ the Drop and Catch Back move a few times for a rapid descent. It's also possible to Back Eject (spring backwards from a surface) to grab the swinging pole at the bottom to save a few seconds.

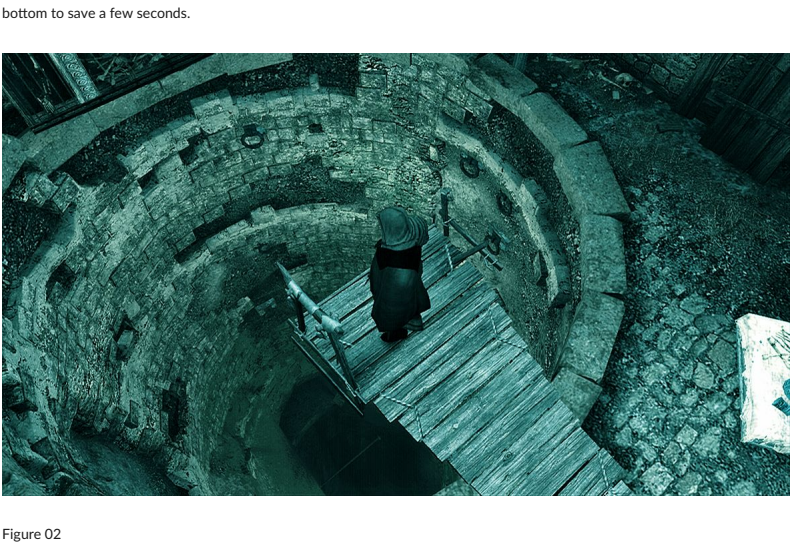


Figure 02

In this room, you can shave several seconds off a speed run time by ignoring the obvious climbing route. Instead, run around the corner to the west, and perform a Wall Eject Back: run up the wall and, at the peak of Ezio's ascent, tap the Legs Button to spring backwards and grab the platform above. For those focusing on collectibles, Borgia Flag #2 can be obtained by taking two right turns from the corridor just beyond.

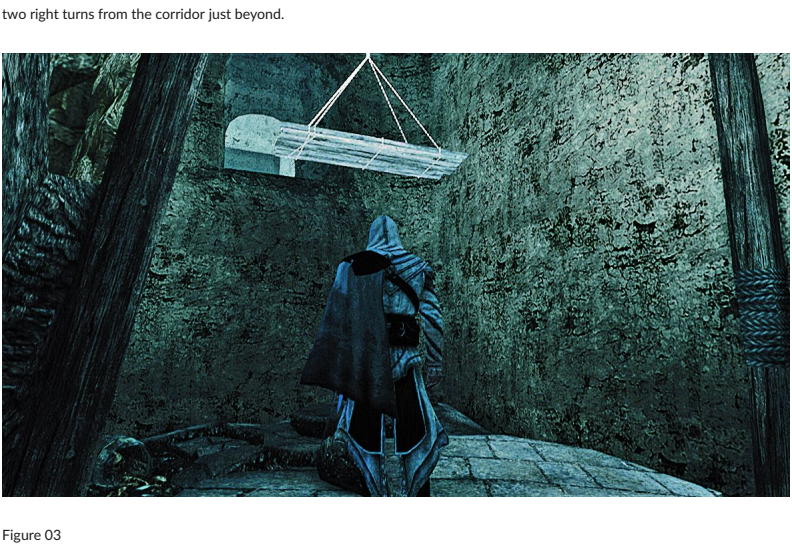


Figure 03

Inside the temple, start your climb on the south wall (as pictured here) and move round to the northeast corner of the room.

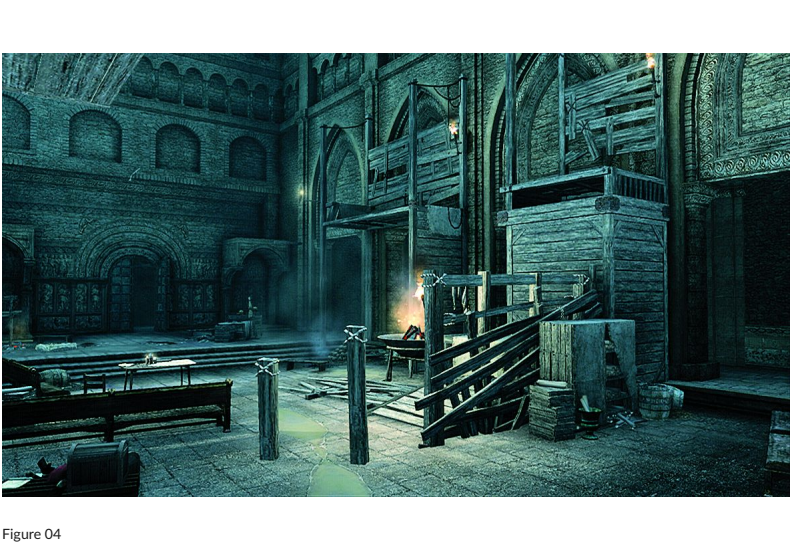


Figure 04

From the northeast corner, speed runners should follow the path marked in red on the accompanying screenshot, while those seeking maximum reward should climb up and take the upper free run path to collect Borgia Flag #3 . The next step is to reach and scale the giant cross in the west of the temple. From the top of the cross, leap over to the platform.

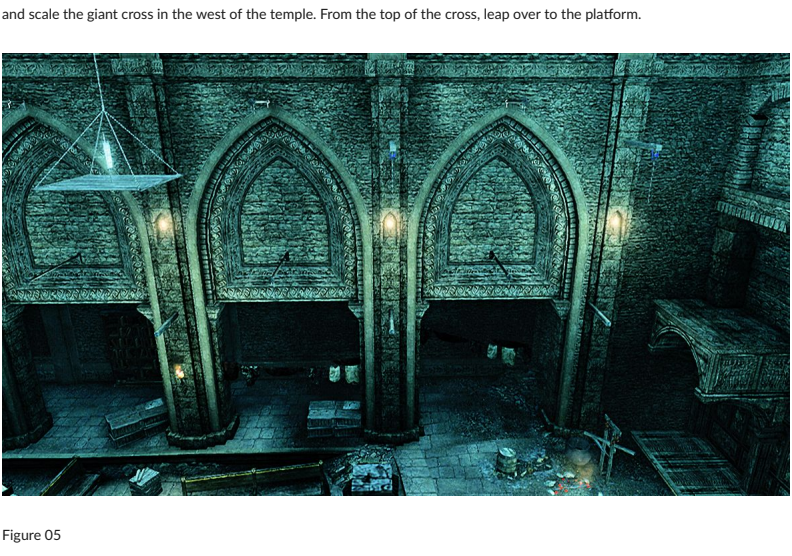


Figure 05

The last moment of note in this Lair is a fight against groups of Wolfmen as Ezio climbs to the top balcony of this room. Throwing Knives can be employed to dispatch assailants swiftly, though open combat is also fine: just be careful to select a secure location away from open ledges to avoid unfortunate falls. The wooden framework on the central pillar is used to reach each floor level. If you are attempting to complete the Full Synch condition, you will need to evade the Wolfmen completely. Once you reach the doorway on the upper level, there is a short journey to the treasure room and the exit back to Rome.

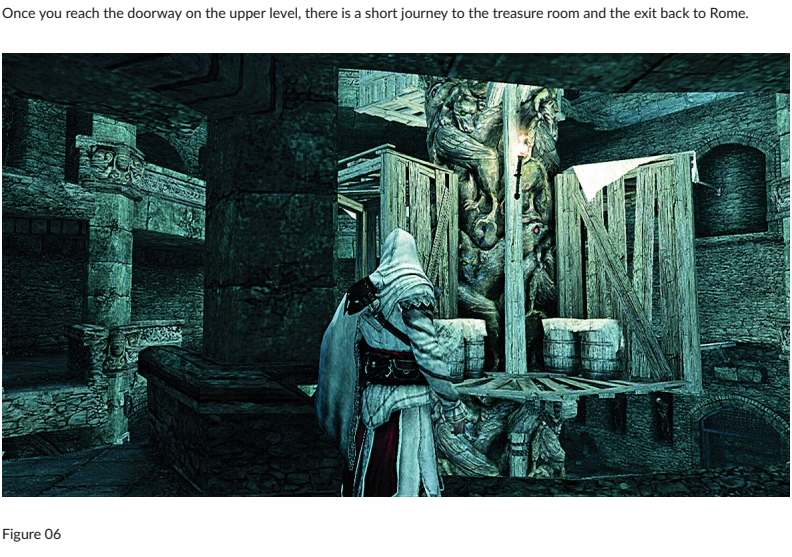
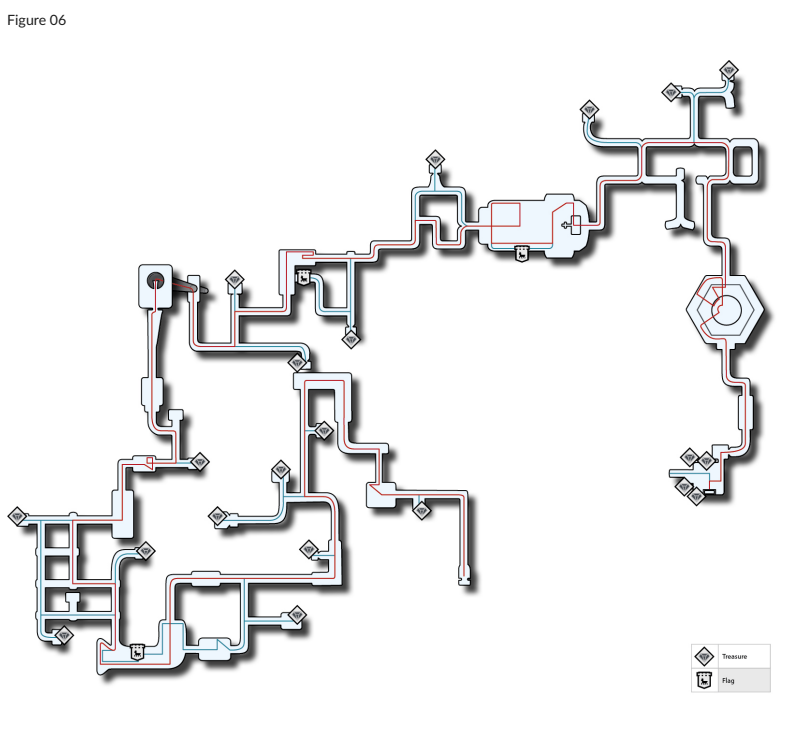


Figure 06



FOLLOWERS LAIR: THROWN TO THE WOLVES

Unlocked:

Available from the start of Sequence 03.

Entrance:

Antico district – it's at ground level inside the Colosseum.

Full Synch:

Don't lose more than three Health Squares.

Note that partial damage sustained counts towards overall loss.

1: From the start of the memory, Treasure Chest #0 is in the first cell on the left. Climb up to the wooden beam on the east wall, then face west and jump over to the broken wall section (Fig. 1). Borgia Flag #1 is directly below. Climb back up, then leap back over to the beam.

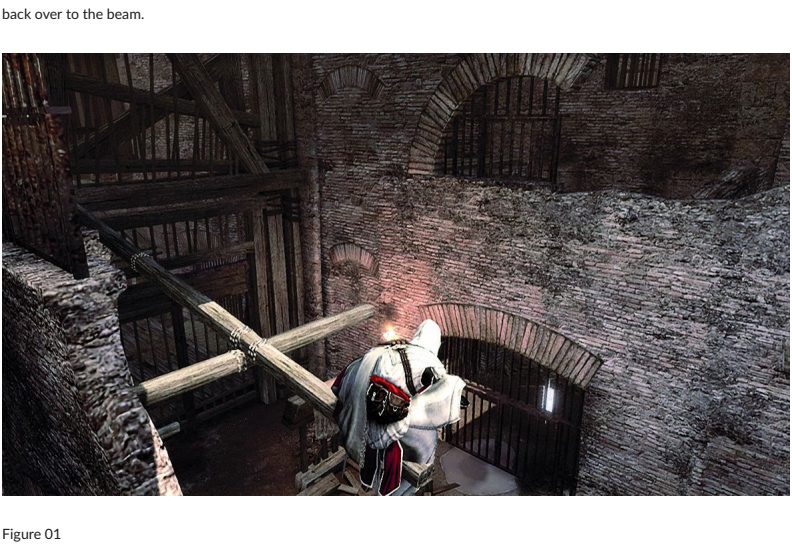


Figure 01

2: In the adjacent corridor, operate the switch and head south via the obvious free run route to reach the waypoint marker. Dispatch the Wolfmen after the cutscene (the one sitting in the chair poised to spring the trap can be dispatched with a Throwing Knife), then give chase as the target flees. He will close the most evident route forward in a few instances, but there is always an obvious alternative path nearby. Note that hanging lanterns (Fig. 2) are used to swing around corners. When the target steps into an elevator, turn around to find Treasure Chest #1 . Once you arrive at the party, head up the staircase on your right to reach a balcony.

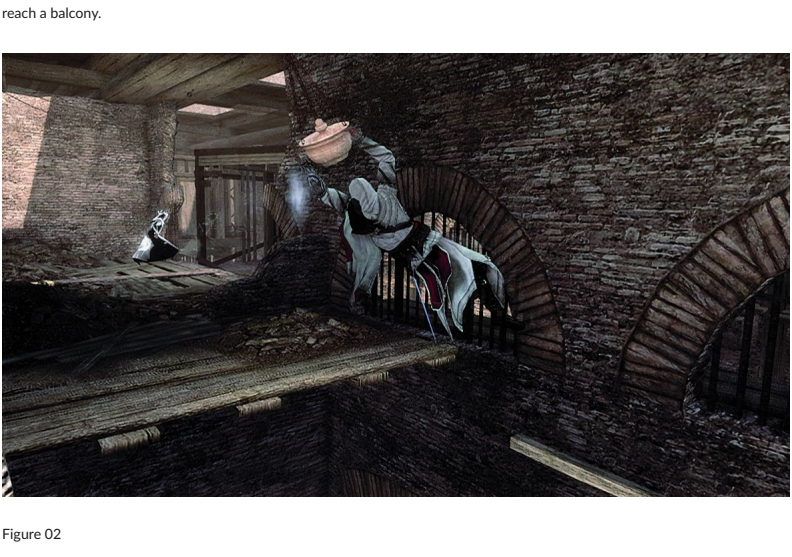


Figure 02

3: Before you locate the target, you should first attend to collectibles. Treasure Chest #2 is behind a hanging sheet on the east balcony above the room with the Jubilee Performers; you can reach it by free running over the chandeliers from the west balcony. From the chandeliers, free run north over a wooden beam and an arch to reach Treasure Chest #3 in a high alcove. Return to the original balcony. You can find Borgia Flag #2 by dropping down into the room a short jog to the south: look behind another red curtain (Fig. 3).

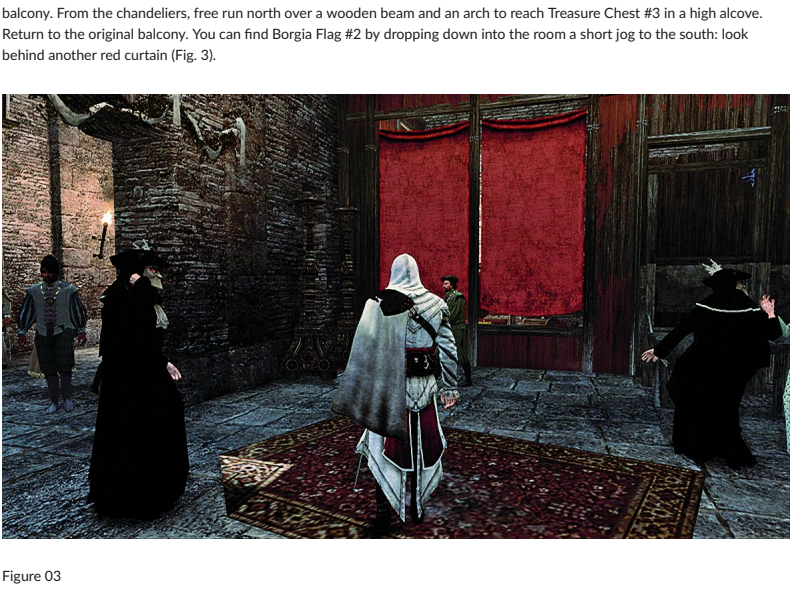


Figure 03

4.1: You can locate the target in a corridor further south. He will flee as Ezio approaches him. Run up the ladder to continue your pursuit. After the cutscene, free run down to the steed on the left: Ezio will always mount automatically if he lands on a horse. Those seeking collectibles should pause now and consult the 4.2 entry. As before, the target will pass through gates and slam them shut behind him, so don't get too close. After the third gate, however, get ready to ride hard as you hang left and head up the ramp pictured here (Fig. 4). Select your Hidden Blade and use the Target Lock Button to highlight your adversary. Now follow the onscreen prompts to leap over and assassinate him. If you cannot reach him in time, he will burst through a wall at the end of the corridor, leading to a fight against a group of Wolfmen.

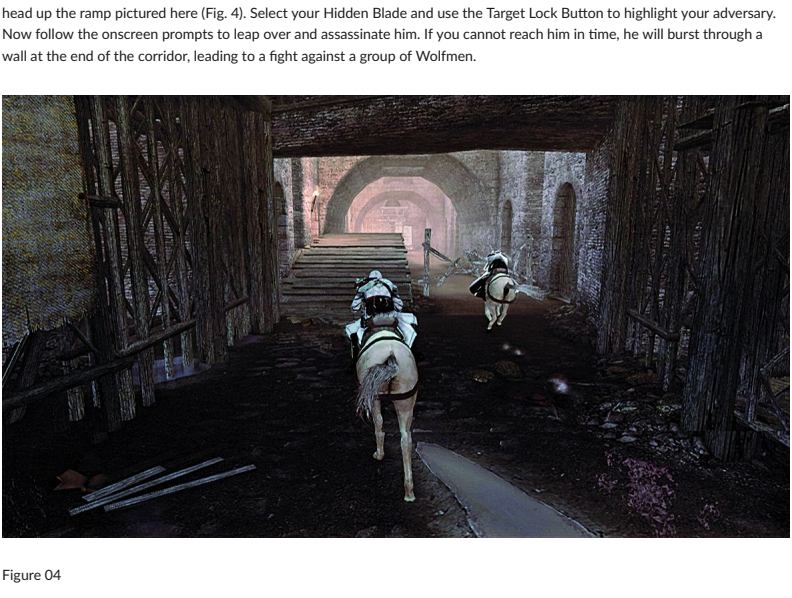


Figure 04

4.2: After first mounting the horse, proceed along the tunnel until you reach the area pictured here (Fig. 5). Gallop at full speed (High Profile + Legs Buttons) until you approach the first low beam overhead, then release and double-tap the Legs Button to leap off the horse and grab it. Climb up quickly, grab Borgia Flag #3 , then leap onto a second steed (conveniently) waiting just ahead to resume the pursuit.

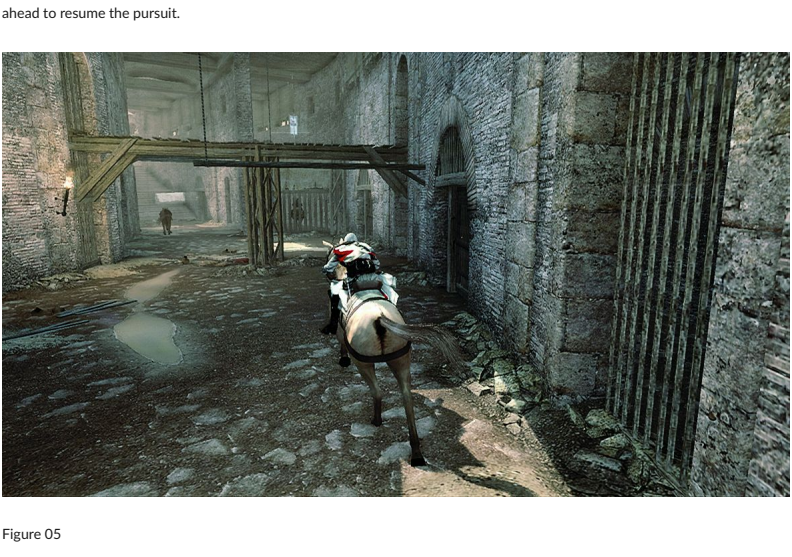


Figure 05

5: The route to the next waypoint depends on the outcome of the chase: either up the wall at the dead end and sneaking over beams to avoid the Wolfmen below (Fig. 6), or from inside the room if you fought them. When you reach the alcove, take a Leap of Faith into the hay pile. At the bottom, head through the gap in the wall (and over the beams) to reach the Shrine of Romulus. Loot the Treasure Chests, then return to Rome via the flashing wall section to end the memory.

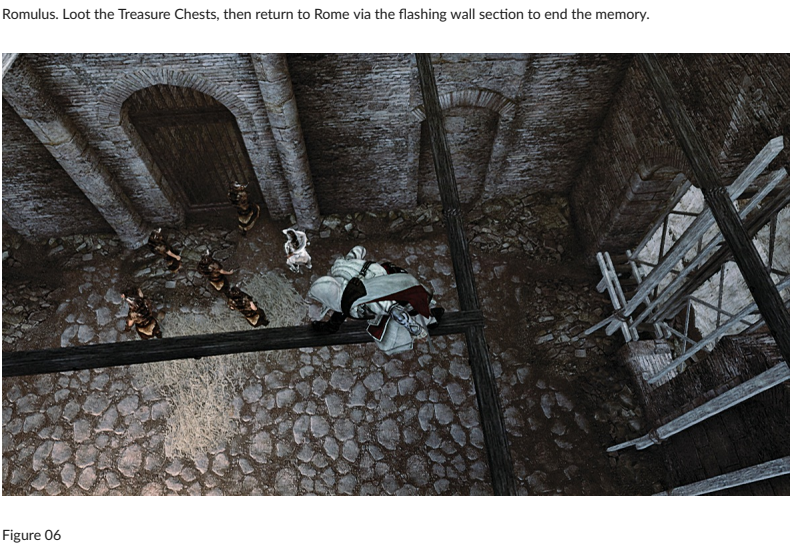


Figure 06

TEMPLAR LAIR: SHOPAHOLIC

Unlocked:

Only available in specific Assassin's Creed Brotherhood editions, or as a preorder bonus. Available from the start of Sequence 03.

Entrance:

A Templar door, on the north side of Mercati di Traiano.

Full Synch:

Kill only your target.

Overview:

This memory offers a welcome boost to Ezio's finances during Sequence 03. Smoke Bombs may be of benefit at one stage.

1: Climb up onto the broken upper walkway in the west of the room, leap across to the wooden platform, then jump over to the boarded-up windows. You can head right here and scale the wall to find Treasure Chest #1 above (Fig. 1). Afterwards, return to the central platform, then traverse and swing over to the door on the east side of the room.

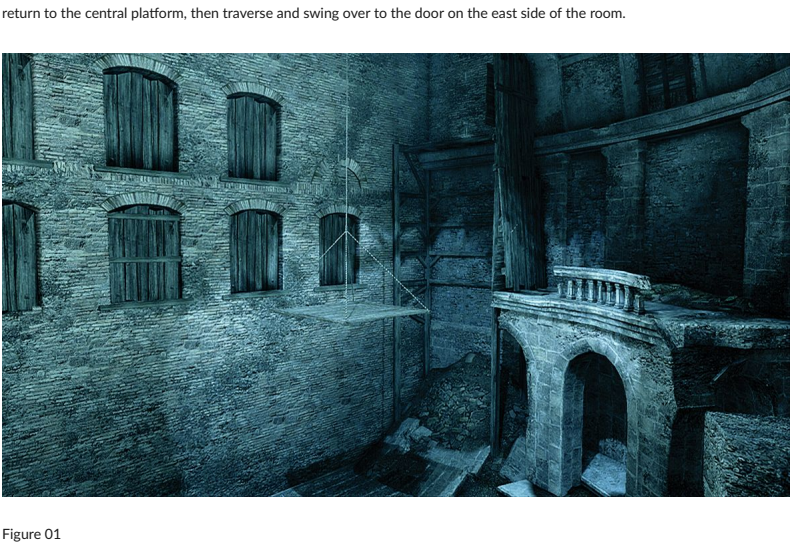


Figure 01

2: The next stage is a breakneck chase in pursuit of the fleeing target. Other guards will take up arms and attempt to block or attack Ezio, but there's really no need to fight them: an alternative route will always present itself. The trick to clearing this assault course is to sprint in bursts, slowing to Ezio's basic running pace whenever you reach a potential branching path. This will give you a vital split-second to spot the direction you are supposed to take. One tip is to look for white sheets draped over boxes and furniture (Fig. 2) – a prompt revealing that free running is possible from that position. Smoke Bombs can be employed here to deter the chasing pack if you have them. When the camera switches to a fixed position, scale the wall and drop over to escape the guards and begin the next stage of the memory.

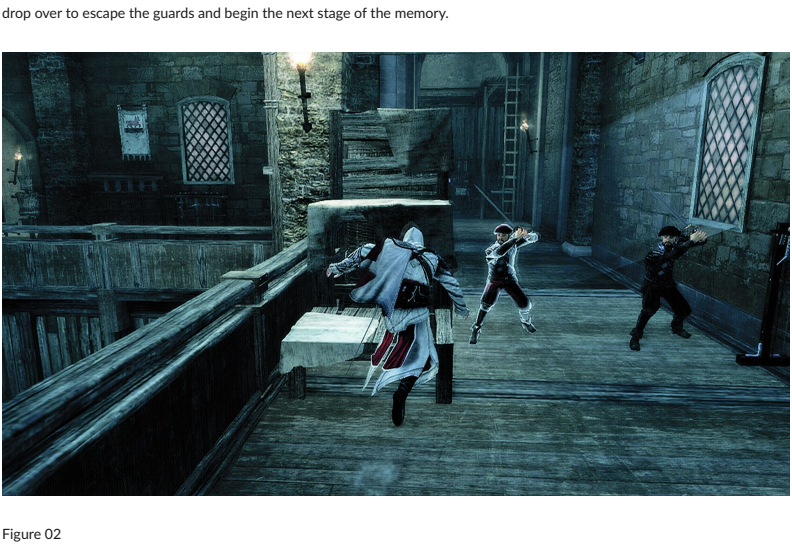


Figure 02

3: Select the Hidden Blade, then watch your quarry carefully. Being a soldier of the Agile archetype, he's immensely quick. You may be able to catch him in this enclosed area by shadowing his every move, but smarter assassins will soon recognize that the upper walkways and suspended platforms present opportunities for easy Air Assassinations as he runs below (Fig. 3). Try to shepherd him in the direction you require, then wait for the best moment to make your move. Ranged weapons can also make short work of him. With the target disabled and the key acquired, you can sneak back over the wall to the previous area and open Treasure Chest #2 in a small room to the right as you land. With that done, return and head through the highlighted gate on the upper level to continue.

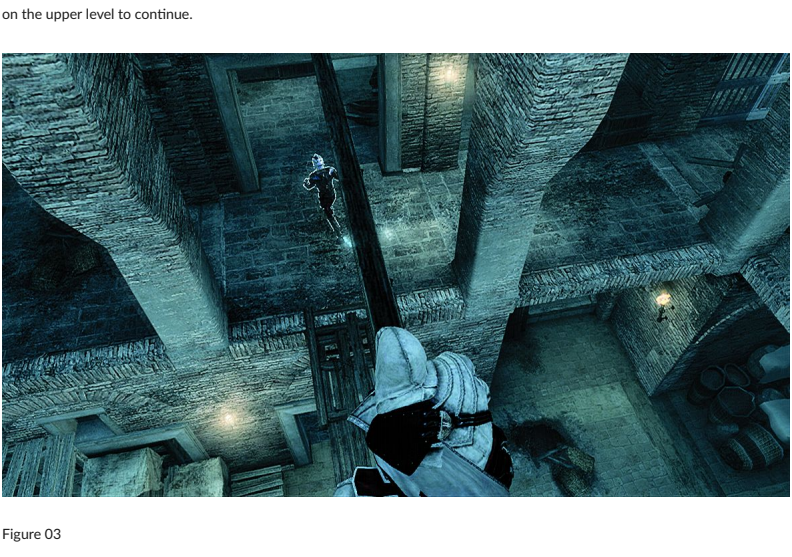


Figure 03

4: The climb inside Torre delle Milizie is fairly straightforward at first, but soon requires that Ezio employ three advanced climbing techniques: Back Eject, Sideways Jump and Wall Eject Back. With a checkpoint not far below there's no reason to panic, and the use of fixed camera angles makes it fairly apparent when each athletic feat is required. When you reach the decayed wooden wall at the top, traverse around to the south-facing side. You can perform a Back Eject here to reach hand-holds and, just around the corner, Treasure Chest #3 (Fig. 4). Return by the same route, then climb all the way up and relieve the Templars of their hoard before you exit to Rome.

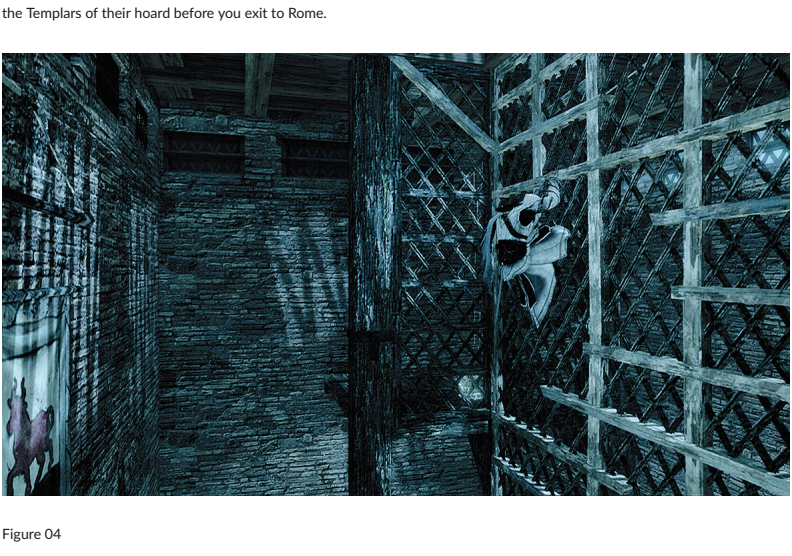


Figure 04

FOLLOWERS LAIR: THE SIXTH DAY

Unlocked:

Available from the start of Sequence 06.

Entrance:

Inside the enclosed courtyard at the Palazzo Laterano: climb down from the roof to reach it.

Full Synch:

Do not lose more than one Health Square. Note that partial damage sustained counts towards overall loss.

1: Your first objective is to find a way to the upper floor level. From the start point, head west through the decaying rooms until the available path branches off in a southerly direction. At the end of this corridor, wall run up and grab a wooden beam (Fig. 1) and then free run back along the upper level. Take a short detour to the left to collect Borgia Flag #1 , then head east.

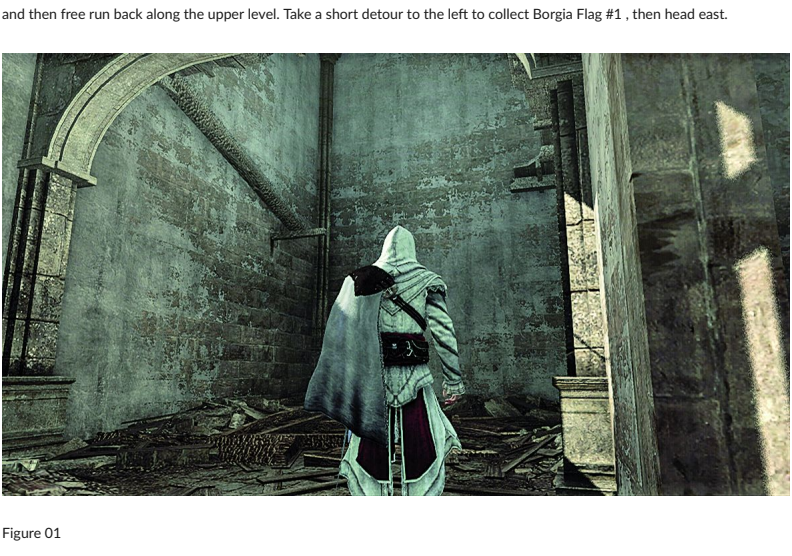


Figure 01

2: Climb up through the hole in the north wall via the broken cabinet, then run out onto the balcony. Use the chandeliers to reach another balcony on the east side of the room. When you get to the burnt-out floor, drop down to open Treasure Chest #1 , then climb back up via the cabinet in the northeast corner – wall run up to grab the beam above (Fig. 2).

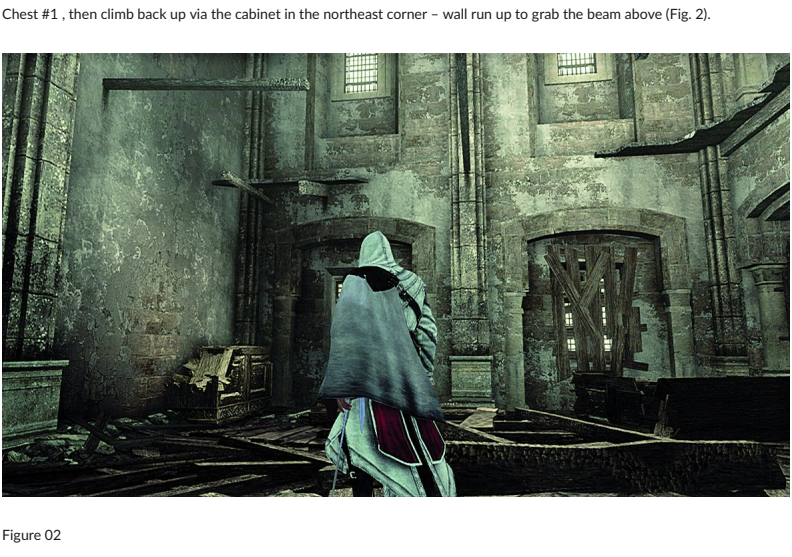


Figure 02

3: In the next room, use the cabinet beside the broken staircase to grab a wooden ledge (Fig. 3), then traverse right and climb up to collect Borgia Flag #2 . Face south and free run along the west wall until you come to a platform on top of a statue. After you reach the hanging light fitting, Ezio will release his grasp. Press the Empty Hand Button to grab a wooden ledge as Ezio falls past it. Traverse towards the south wall, then perform a Sideways Jump to get to the ledge there. You can then move left and swing into the next room. Use the weapons rack on the south wall to reach the beam above, then head through the gap in the upper wall to arrive at the next checkpoint.

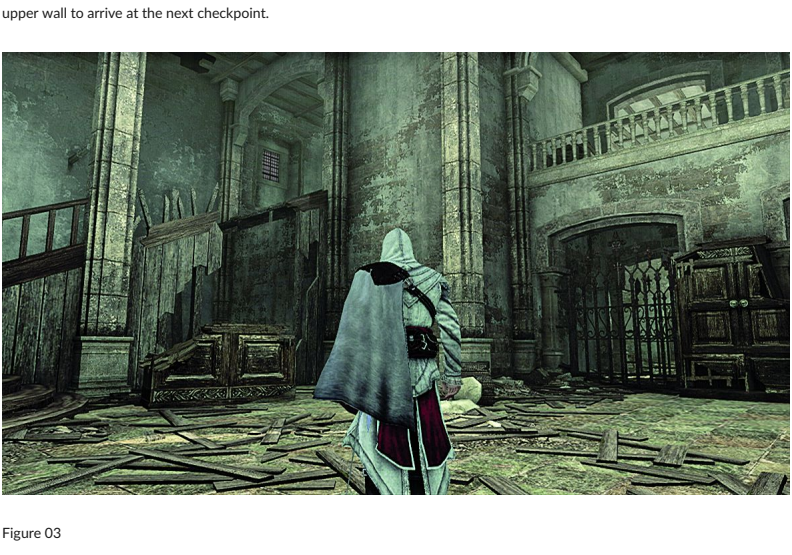


Figure 03

4: Run south, then follow the route as it swings to the west. Free run and climb along the south wall until you can move no further, then traverse along to the right (Fig. 4). When the camera angle automatically adjusts, perform a Back Eject. Traverse to the far left on the hanging wooden beams until Ezio stands, then make a sideways jump to the hole in the wall. Climb up onto the ledge above, then make a short detour to the east to find Borgia Flag #3 partially hidden on a wooden ramp. Free run to the west, using the hanging light fixture to reach another platform and, beyond it, a room where Treasure Chest #2 is concealed behind a collection of shelves. Continue west to initiate a cutscene.

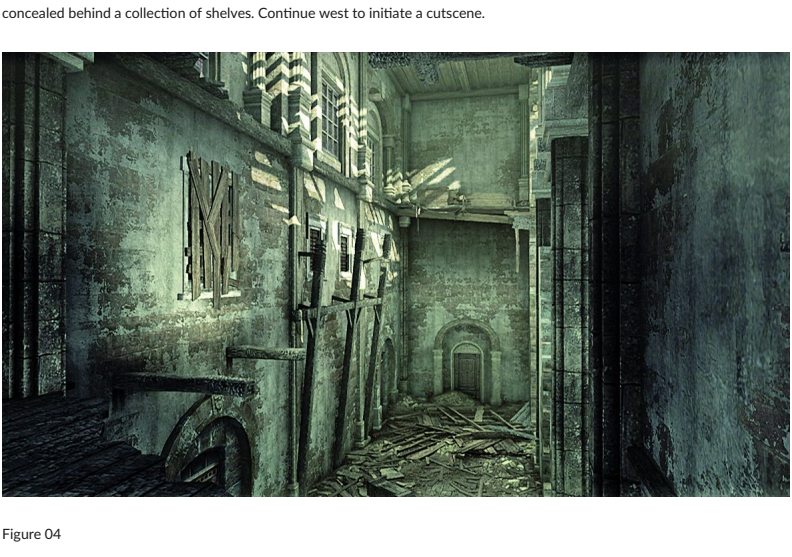


Figure 04

5: Free run down to the lower level. Treasure Chest #3 can be found in a tunnel in the northeast of the room. Now approach the highlighted gate in the north of the chamber and interact with it. Follow the onscreen instructions to shoot the counterweight, opening a gate on the lower west wall. Note that you can replenish ammo stocks at the highlighted crate to the right of the barricaded gate (and at others throughout this area). Proceed through the open gate and climb up to reach the west balcony, then shoot the second counterweight in the southwest corner (Fig. 5).

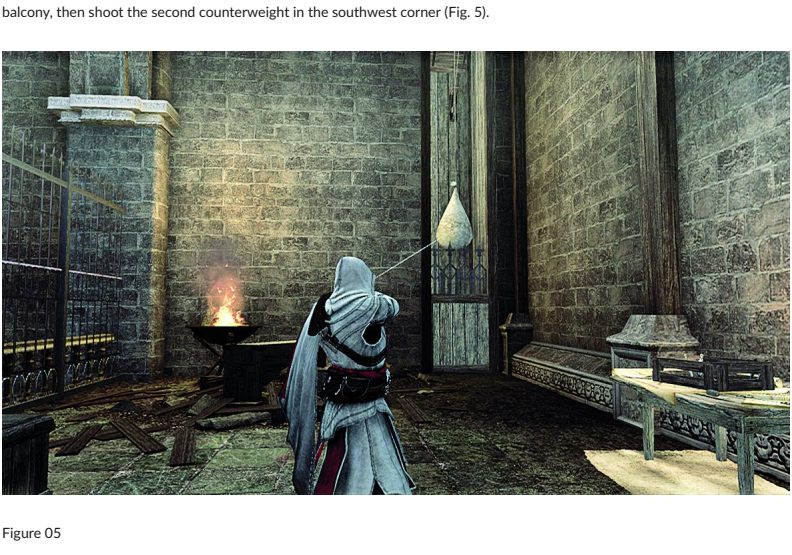


Figure 05

6: Facing north, leap onto the balustrade and climb over to the northern end of the balcony (Fig. 6). You now need to clamber over to the balcony on the east side. Hop onto the nearby column (note the metal ring) and use the wooden supports to climb all the way up, then perform a sideways jump onto the beam when prompted. Leap over to the adjacent beam, then free run to the south wall.

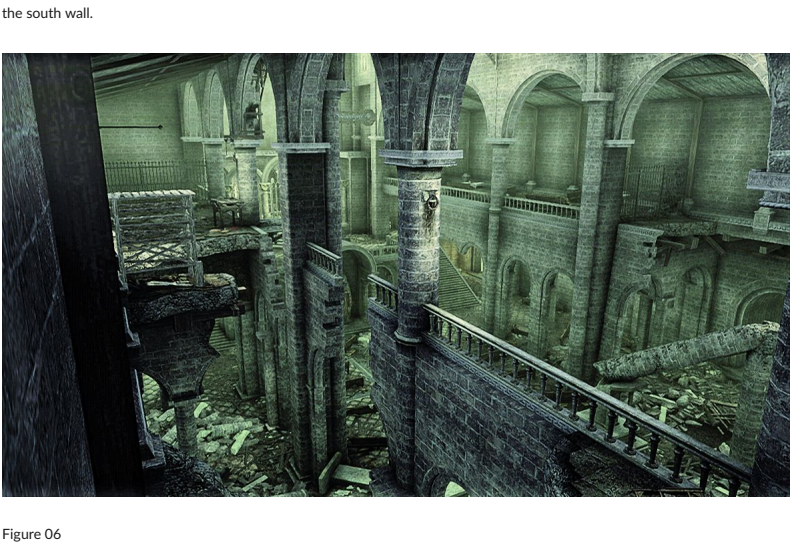


Figure 06

7: When you reach the window, leap over to the planks and climb down (Fig. 7). For the final drop to the platform below, use the Empty Hand Button to grab the lower planks as Ezio falls past. This will prevent him from sustaining damage and, as a consequence, failure of the Full Synch condition. Shoot the final counterweight in the southeast corner, then perform a Leap of Faith into the hay below. You can now loot the rooms at the waypoint marker before departing.

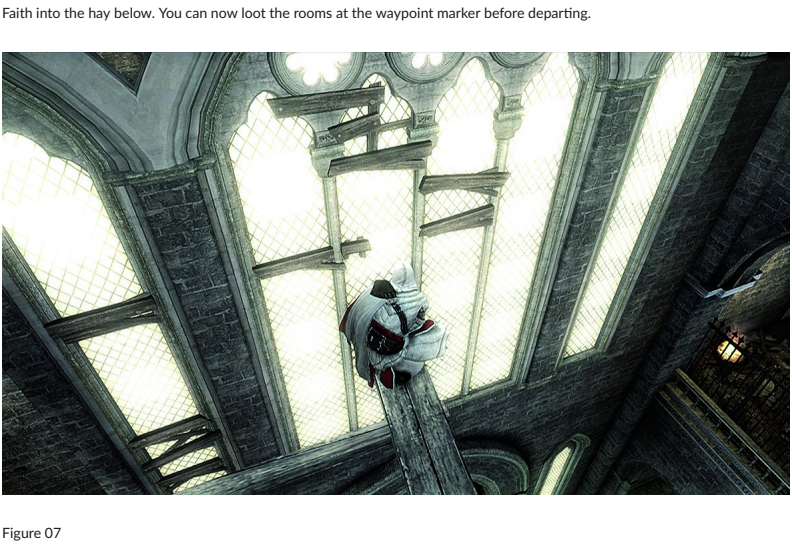


Figure 07

FOLLOWERS LAIR: LEADER OF THE PACK

Unlocked:

Available during Sequence 07.

Entrance:

Renovate the connecting Broken Acqueducts so that water flows into the Terme di Diocleziano, then swim to the entrance.

Full Synch:

Do not lose more than ten Health Squares.

Overview:

Before you start this mission, we suggest that you have a full stock of Smoke Bombs and Throwing Knives with, optimally, a few capacity upgrades for the latter. The Climb Leap Glove (purchased from Leonardo) will also be of benefit in one instance, though it's far from mandatory.

1: Give chase to the highlighted Follower of Romulus. You can either ignore his allies (should they block Ezio's path, use the Barge move to knock them aside) or dispatch them swiftly with Throwing Knives. Smoke Bombs will prevent those behind from catching up. This is a complicated free run course, with plenty of instances where poor manual alignment of the camera or marginally imprecise directional control will plunge Ezio into the water. If in doubt, slow down and take jumps with care. There are two groups of Wolfmen to fight when the chase ends. Before you proceed, open Treasure Chest #0 in the north of the room, then climb up and perform a Back Eject to collect Borgia Flag #1 to the south (Fig. 1). You can also loot the corpses here to replenish ammunition supplies.

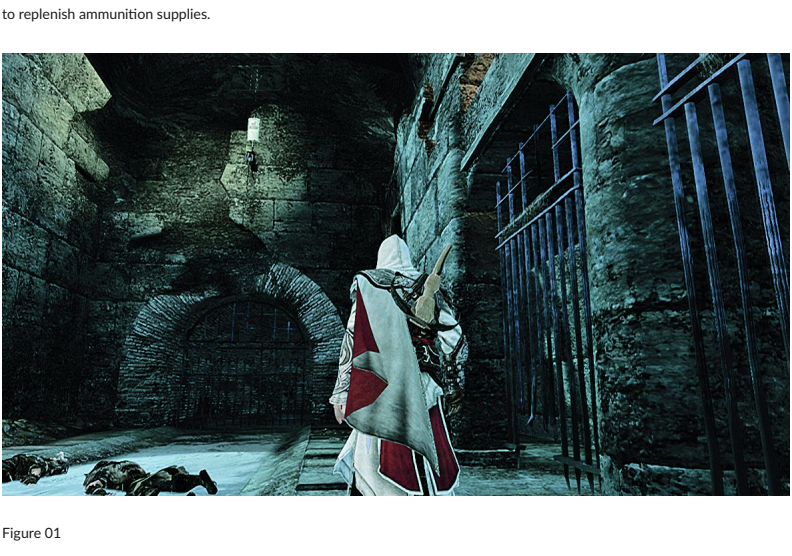


Figure 01

2 : After a short chase (and many Wolfmen to evade, bustle aside or slay with Throwing Knives), Ezio faces another group battle. When the final adversary falls, look for Treasure Chest #1 in the northwest corner. Head over to the south end of the room, climb onto the stone (note the white sheets on the shelves resting against it) and free run through the gap in the east wall. After killing more Wolfmen exit via the next opening along, swinging on the light fitting to reach the south wall. Open Treasure Chest #2 as you pass it, then swing over to the west wall and traverse to the platform further north (Fig. 2). Be ready to fight another group of Wolfmen as you approach: look to gain a secure footing before they attack, or you may need to repeat the climb. Collect Borgia Flag #2 from the tunnel once the fracas ends, then loot the bodies to replenish your stocks of Throwing Knives. Now head over to the opening in the east wall.

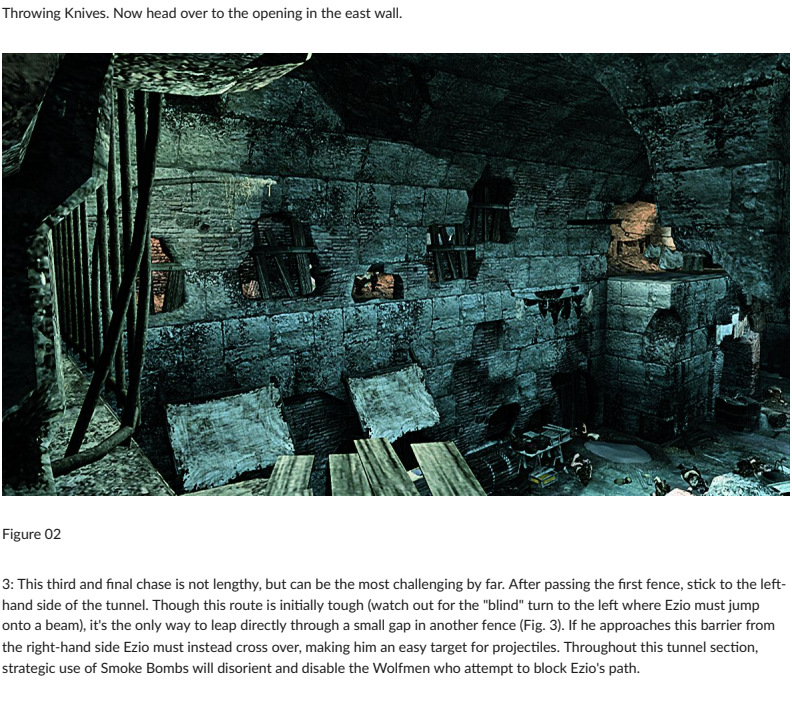


Figure 02

3: This third and final chase is not lengthy, but can be the most challenging by far. After passing the first fence, stick to the left-hand side of the tunnel. Though this route is initially tough (watch out for the "blind" turn to the left where Ezio must jump onto a beam), it's the only way to leap directly through a small gap in another fence (Fig. 3). If he approaches this barrier from the right-hand side Ezio must instead cross over, making him an easy target for projectiles. Throughout this tunnel section, strategic use of Smoke Bombs will disorient and disable the Wolfmen who attempt to block Ezio's path.

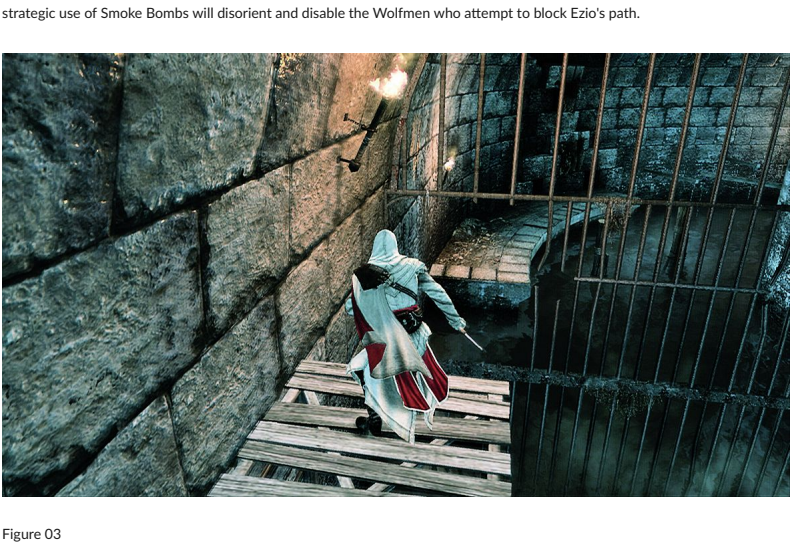


Figure 03

4: A pitched battle against two waves of Wolfmen follows the cutscene. If you're attempting to meet the Full Synchronization condition, this is make or break time. You can throw your enemies on breakable objects or in the water for instant kills. You may also be able to dispatch members of the second wave without raising a sweat if you carefully time a flurry of Throwing Knives. After the final Follower of Romulus hits the ground, jump into the water in the south of the room and dive beneath the barrier to get Borgia Flag #3 . Now climb up via the north wall to reach a ledge to the east (Fig. 4). Before you operate the lever, note that Treasure Chest #3 is located in an alcove to the right of the gate. However, you must have the Climb Leap Glove to reach it. When you are ready, enter the last room to collect the key and depart by the marked exit.

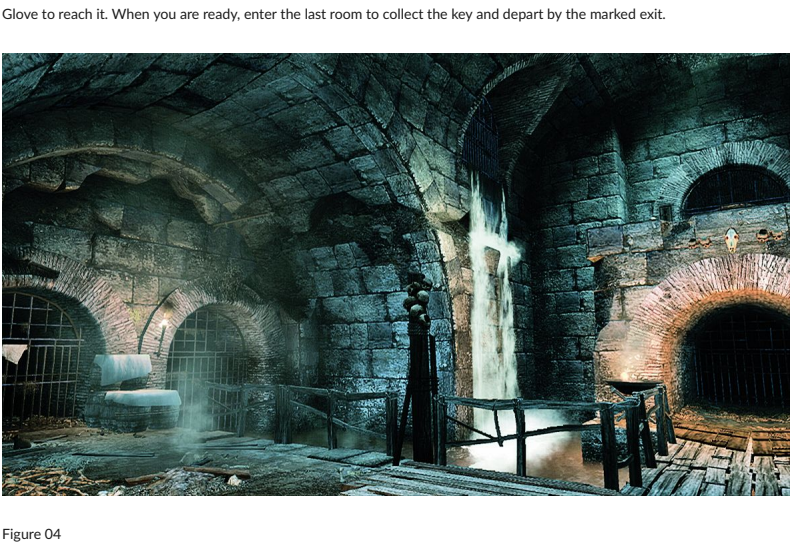


Figure 04

TEMPLAR LAIR: LIQUID GOLD

Unlocked:

Only available in specific Assassin's Creed Brotherhood editions, or as a preorder bonus. Available from the start of Sequence 08.

Entrance:

A Templar door in the Campagna district, where the acqueduct near the Mercenaries Guild HQ forks.

Full Synch:

Don't kill more than two mine workers.

1: Head into the quarry to trigger a cinematic, then move to the first waypoint. On your way there, note the crate with the distinct Animus shimmer: Ezio can replenish his ammunition here (and at others throughout the memory). Continue forward and shoot the mechanism as directed, then make your way over to the south wall (Fig. 1) to reach the next waypoint.

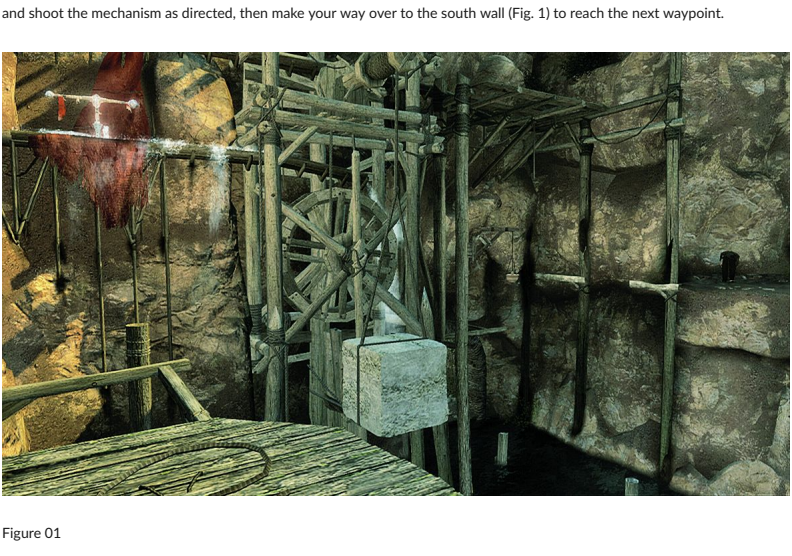


Figure 01

2: Ezio must now activate two further levers in the same manner to continue. From the raised area with the second ammunition crate, free run to the north to shoot the first mechanism in an alcove, then turn to hit a second partially concealed behind wooden boards (Fig. 2). Backtrack to the ammo resupply box, then head to the far west corner to activate the water pump on the lower level. Now hit the second mechanism again to create a climbing route. Scale the roof above the water pump mechanism and the wood "ladder" raised moments before, then Back Eject to the sluice behind Ezio. Head north to reach the upper level of the quarry.

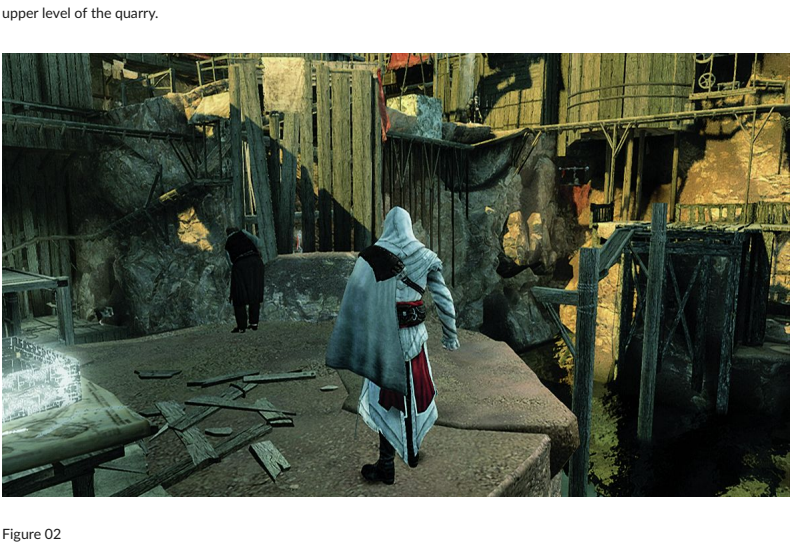


Figure 02

3: In the battle that follows, stick to unarmed combat to defeat the guards and mine workers – non-lethal takedowns with the latter are essential to complete the Full Synch specification. Once the battle ends, run over to the south end of the platform and use a hanging lantern (Fig. 3) to reach a wooden beam. Climb to the upper level, then hit the mechanism to raise a stone block, creating a path to a second lever. Drop back down to the level below.

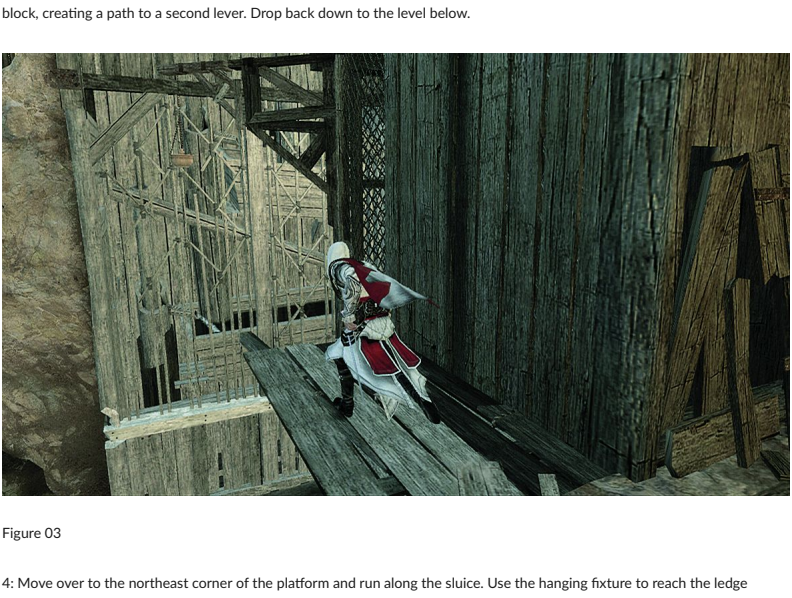


Figure 03

4: Move over to the northeast corner of the platform and run along the sluice. Use the hanging fixture to reach the ledge where Treasure Chest #1 awaits (Fig. 4).

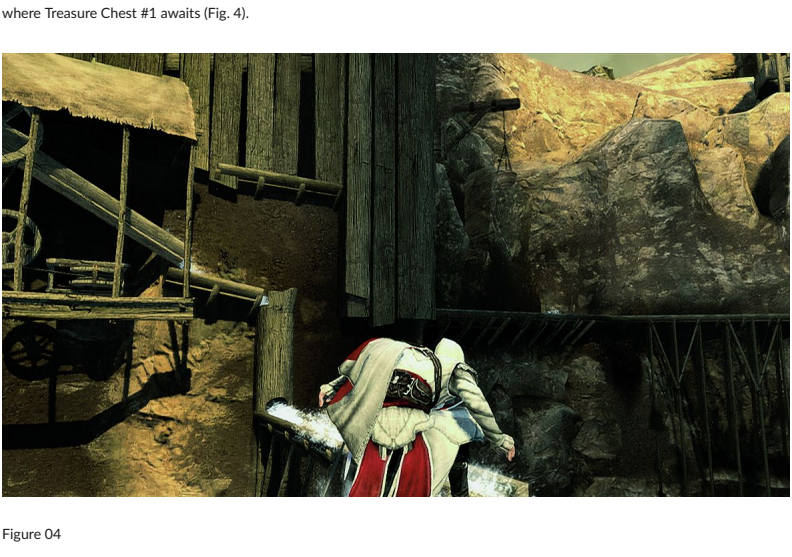


Figure 04

5: Climb onto the crane at the center of the area and leap onto the stone block raised moments before. From here, jump to the platform to the north. Shoot the mechanism (Fig. 5), then backtrack to shoot the first mechanism again. Run up the ramp after the cinematic interlude and follow the fleeing Captain.

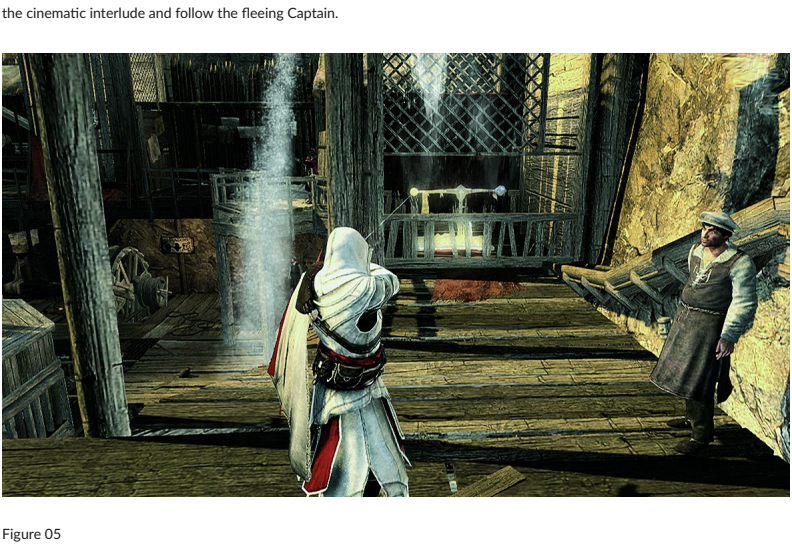


Figure 05

6: Perform a Wall Eject Back to reach the wooden beam – run up the surface via the wooden platform on the right, then jump at the apex of Ezio's climb (Fig. 6). At the top of the steps, Treasure Chest #2 awaits to the left. The pursuit that follows has an interesting twist: the Captain has a firearm. You cannot kill him before a designated point in the memory, so don't even attempt to. Instead, simply focus on completing the course before the final confrontation. Those aspiring to achieve Full Synch should be careful not to collide with mine workers here: sending them plummeting to their deaths counts as a kill.

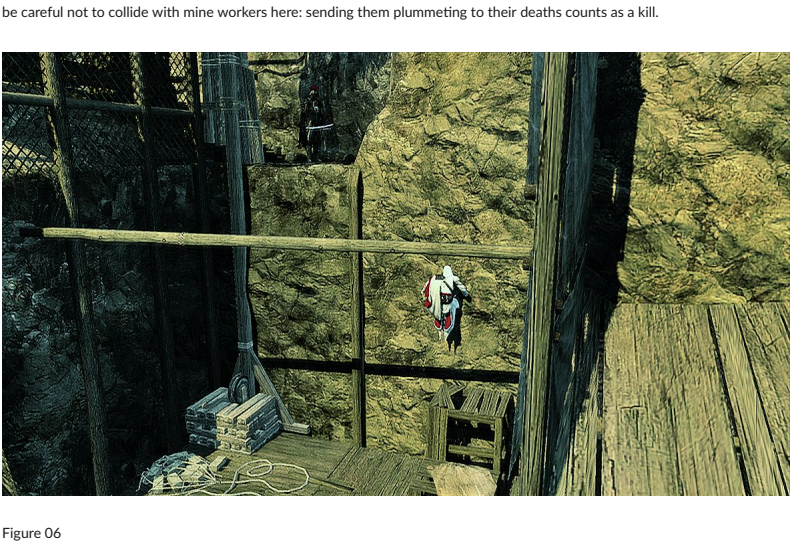


Figure 06

7: Inside the cave, drop down to the lower level to fight the Captain. Once he falls, pull the lever to open the way forward and plunder the chamber beyond. Before you perform a Leap of Faith outside to end the memory, turn to face northeast and climb over to the cave above to find Treasure Chest #3 (Fig. 7).

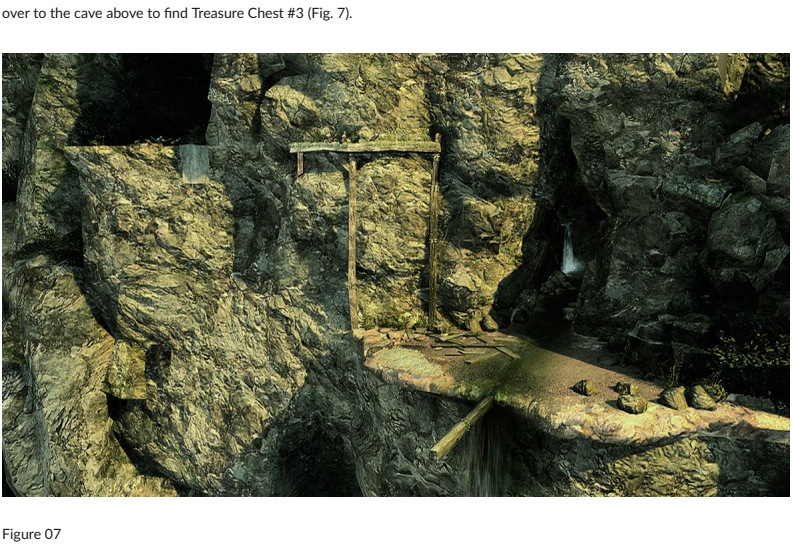


Figure 07

FOLLOWERS LAIR: A WOLF IN SHEEP'S CLOTHING

Unlocked:

Available from the start of Sequence 08.

Entrance:

On the north side of the steps at the entrance to the Basilica di San Pietro in the Vatican district.

Full Synch:

Complete the memory within eight minutes.

1: You can find Treasure Chest #1 behind the barrels to your left as the memory begins. Head upstairs to trigger a cutscene. As the Mass ends, Blend with members of the departing congregation to evade detection, then activate Eagle Vision to locate the Cardinal (Fig. 1). When he passes through a gate on the south wall, make your way discretely to the waypoint marker to initiate another cutscene. Interact with the gate to continue. The rest of this memory is a lengthy pursuit. The Cardinal is fast, granted, but not so fleet footed that you don't have time to slow down and identify the route ahead. With regular checkpoints and clear signposting of each twist, you shouldn't experience any problems in staying close to Ezio's target. However, there are a number of collectibles that you may miss during the journey – so we'll focus on these for the remainder of this walkthrough.

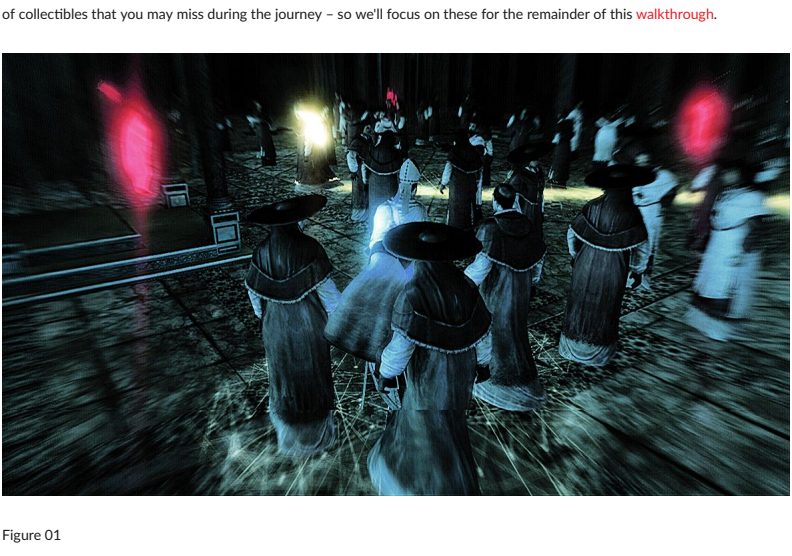


Figure 01

2: After the Cardinal uses a lift to elude Ezio during the first section of the chase, Ezio must climb a wall to reach suspended platforms to follow him. As you head east into the next chamber, Treasure Chest #2 is on the floor below (Fig. 2). Turn to the west and return to the upper level via the scaffold.

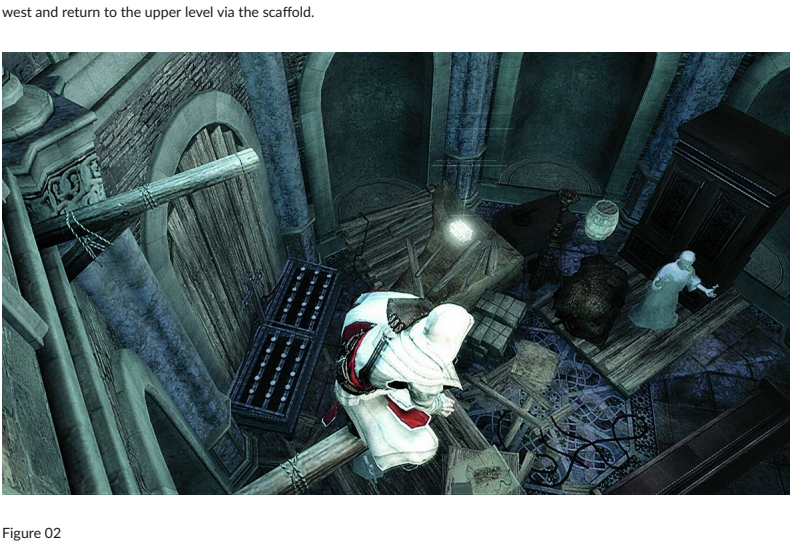


Figure 02

3: You can find Borgia Flag #1 above Treasure Chest #2 . Climb back up, then, rather than exiting via the open north window, head out onto the platform to the east. To reach the flag on top of the obelisk, you must perform a Wall Eject Side: run up the wall to your left, then immediately leap to the right. Try to do this on the very outer edge of the wall to ensure success (Fig. 3). Afterwards, leap directly onto the roof – it's a long jump, but within Ezio's capabilities. Confident players seeking a fast time to meet the Full Synch condition should also use this route.

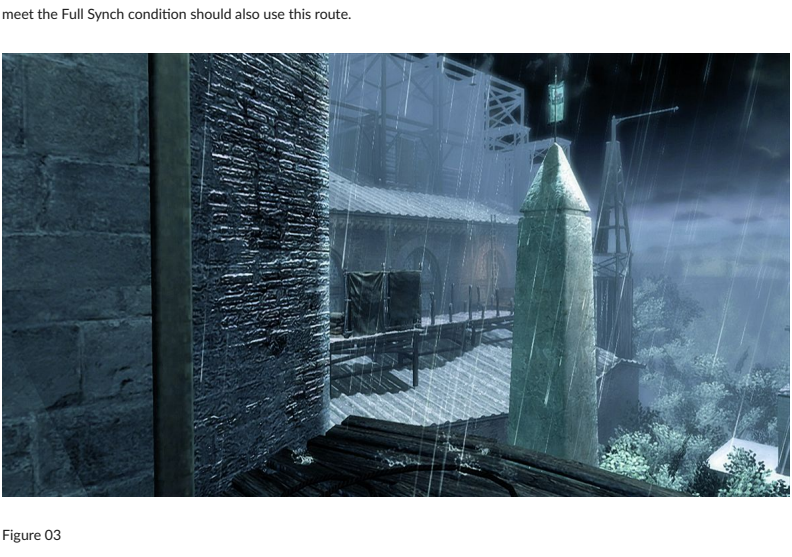


Figure 03

4: When a light fitting breaks, sending Ezio plummeting to a platform below, Treasure Chest #3 is just behind Ezio's position after he climbs back up via the boarded-up window (Fig. 4).

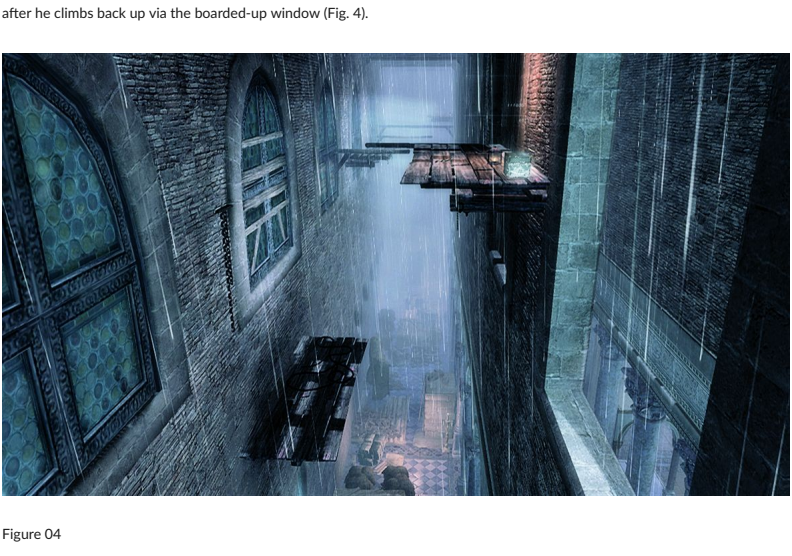


Figure 04

5: During the final leg of the chase, Ezio must free run over platforms high above the pews below. The route taken then twists round to the north, through a sequence of scaffolds. After Ezio swings on the third light fitting here, look left – Borgia Flag #2 is in plain sight, and can be swept up without disrupting the pursuit (Fig. 5).

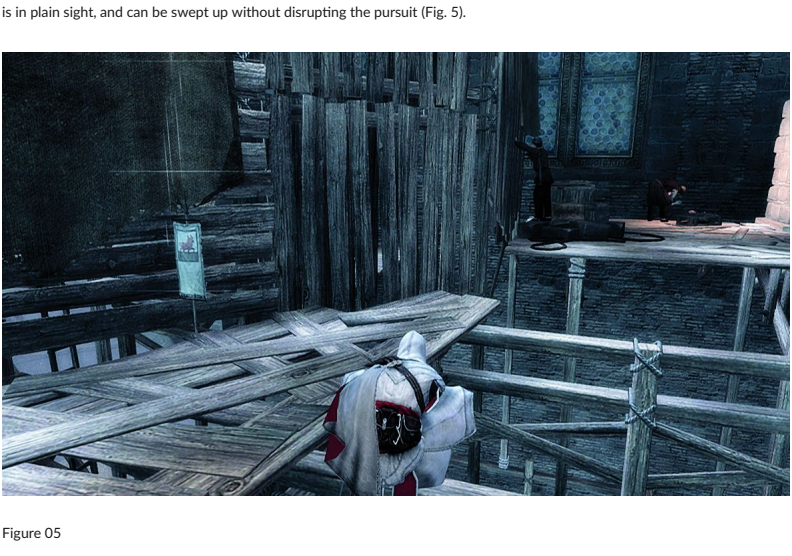


Figure 05

6: Cornered at last, the Cardinal draws a weapon and attacks Ezio. Slay him (for example by throwing him over the edge), then open Treasure Chest #4 on the desk. Walk out to the perch just behind the sheets and climb down to reach Borgia Flag #3 (Fig. 6), then perform a Leap of Faith. As you approach the gate, don't miss Treasure Chest #5 to Ezio's left. After looting the final room, return to Rome.

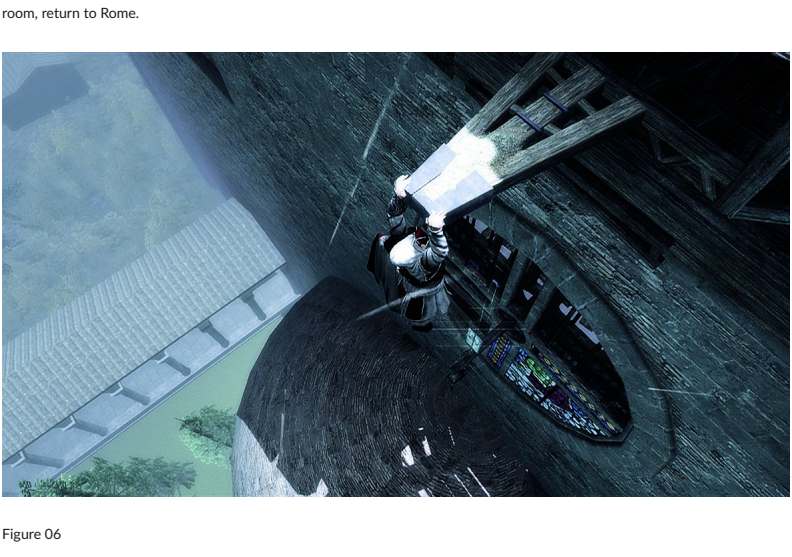
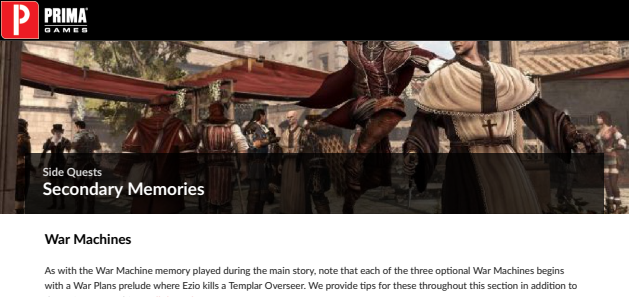


Figure 06

Final Reward

Completing all five optional Followers Lairs enables Ezio to lay claim to a remarkable reward: the Armor and Dagger of Brutus.

To collect these prizes, you must visit a vault beneath Prospero da Siena's Borgia Tower on Palantine Hill.



Side Quests

Secondary Memories

War Machines

As with the War Machine memory played during the main story, note that each of the three optional War Machines begins with a War Plans prelude where Ezio kills a Templar Overseer. We provide tips for these throughout this section in addition to the main War Machine walkthrough.

Note: The few Treasure Chests encountered on War Machine memories do not contain Trade Items and so, given the stringent Desynchronization conditions in the few areas that they appear, are rarely worth the effort to collect.

Loose Cannon

WAR PLANS:

The memory start position is in the far west of the Centro district. The Templar Overseer can be found in a small but heavily guarded Restricted Area. Sneak up and engage the target, then use the Kick move at least once to fulfill the Full Synch condition before you kill him. Now travel to the waypoint at Porta Metronia.

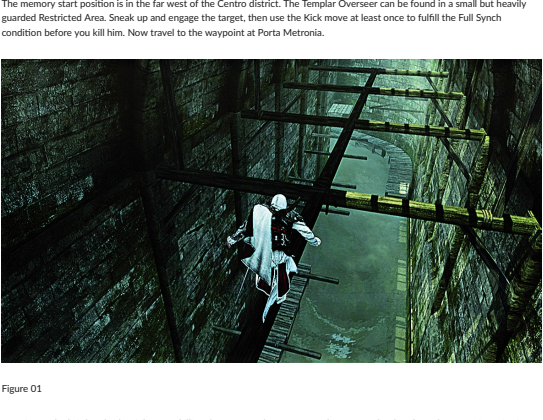


Figure 01

1: Swim on the left-hand side of the area, killing the two guards as you pass them to reach Eduardo at the waypoint. Dive into the water and swim ahead of his gondola into the tunnel, then aim to assassinate the first guard before he arrives at your position. Scale the low wall on the left-hand side of the tunnel, then climb onto the beams above. You can now free run out of sight above Eduardo for most of the remaining journey, taking the most elevated route possible (Fig. 1). Only kill those guards that Ezio must pass at close range. Others can be ignored as long as you slip by quickly.

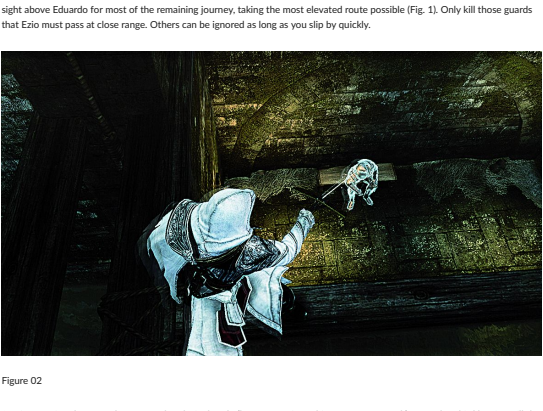


Figure 02

2: After passing the second gate, run ahead of Eduardo (but not too far – this causes a Desynch) to reach a third barrier. Kill the Brute sitting on the bench with the Crossbow (Fig. 2), then drop down and open the gate to complete the Full Synch condition. For the final leg of the tunnel journey, kill or avoid guards as applicable: those with a high chance of detecting Ezio should be dispatched with the Crossbow or a ledge assassination. As previously, don't forget that the Submerge move (hold the Legs Button) is an easy way to avoid the gaze of a nearby enemy.

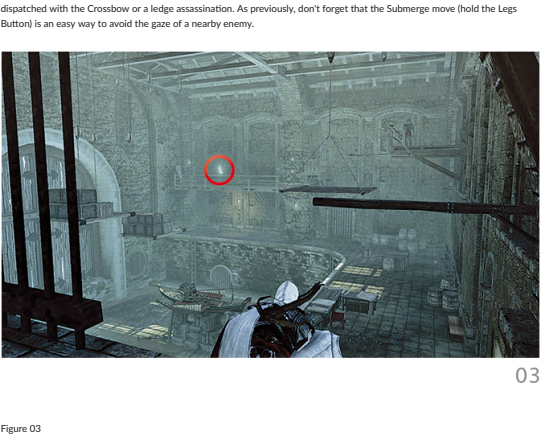


Figure 03

3: Once Eduardo departs through a final gate, use the nearby lever to open the way forward. The restriction on Ezio being detected is lifted here, but you can still use stealth tactics in the following room: climb the ladder to the right of the entrance, use the beams above to cross silently over the guards below, then kill the Brute by the exit with an air assassination. Open the next gate to trigger a cutscene. Once it ends, the best strategy is to run forward and engage the guards, clearing the room quickly. Climb up and destroy the blueprints. After operating the lever to raise a platform, free run to the room to the northwest; note that there is a Treasure Chest in here. At the final waypoint, operate the mechanism to flood the dry dock (Fig. 3).

NAVAL CANNON TIPS:

- Press the Empty Hand Button to propel the vessel forward; tap the Weapon Hand Button to move into firing position. When you need to row again, press the Empty Hand Button.
- To destroy the Borgia Ships, you need only destroy their three sails. Everything else (including guards) is a distraction that should be ignored.
- The cannons on Da Vinci's War Machine have a limited range. The best tactic is to row towards each Borgia ship at speed and, just before you move sufficiently close, switch to the firing position. The momentum of the vessel will make it harder for targets to hit Ezio as he unleashes his opening salvos. You may also benefit by angling your approach to the fore or aft of each ship.

Flying Machine 2.0

WAR PLANS:

The memory start position is in the south of the Antico district. Locate the Templar Overseer in the highlighted area, use a Smoke Bomb to stun him to complete the Full Synch condition, then finish him off with a Hidden Blade assassination. Run from the area and become anonymous before you approach the waypoint in front of Porta Tiburtina.

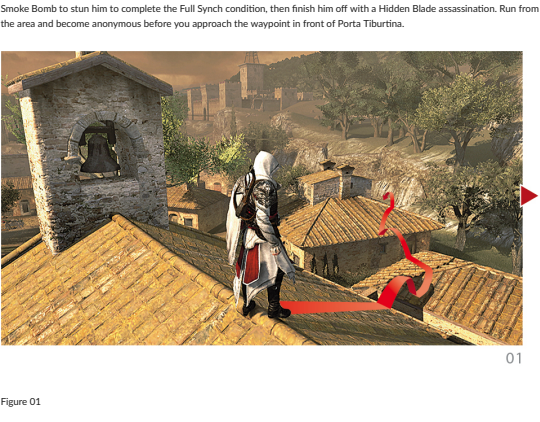


Figure 01

1: Wait on top of the church by the steeple and watch the area to the south through Eagle Vision until you espy the architect. As he heads west, carefully free run over the rooftops and drop down once prompted when he reaches a secluded area (Fig. 1). Attack him with fists to trigger a cutscene.

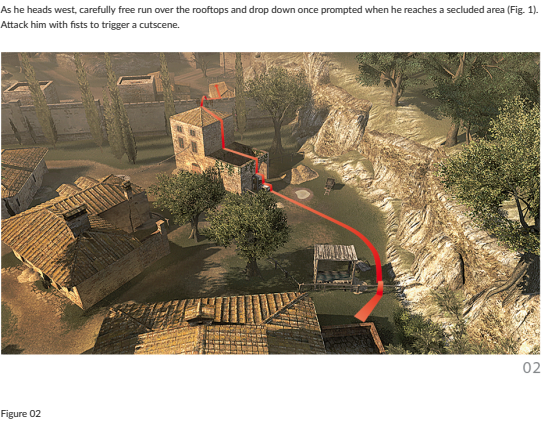


Figure 02

2: After beating up the architect, climb the tall building to the south (Fig. 2). Observe the sentry in the tower further south (and any patrols that may pass below), and then leap over to the wall when they face elsewhere. Traverse to the right and, when the coast is clear, climb up and leap over to the rooftop directly ahead. Drop down on the right-hand side of the building. The blueprints are a short walk away.

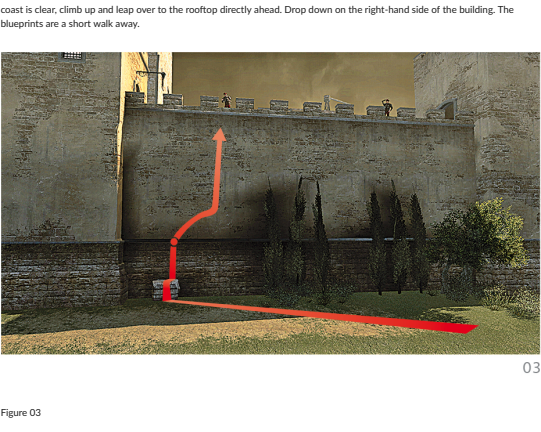


Figure 03

3: Blend with a group of civilians to safely pass the guards on the approach to the castle, then continue to walk until you pass the main entrance. Leave the Blend and approach the unguarded southwest wall. Wall run from on top of the barrels, then leap to the right to grab the wooden beam; now climb to the top of the ramparts and kill both sentries above with ledge assassinations (Fig. 3).

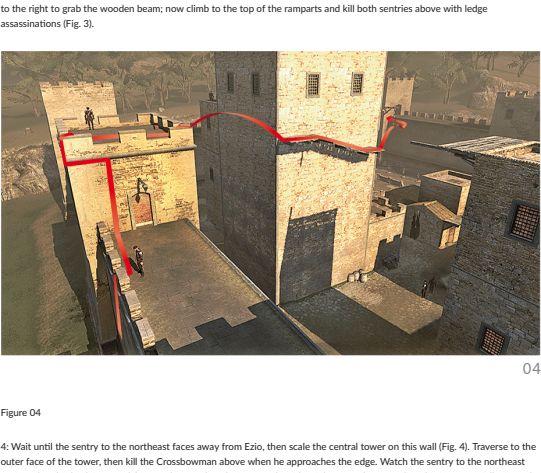


Figure 04

4: Wait until the sentry to the northeast faces away from Ezio, then scale the central tower on this wall (Fig. 4). Traverse to the outer face of the tower, then kill the Crossbowman above when he approaches the edge. Watch the sentry to the northeast again. When his back is turned, leap to the wooden platform on the side of the central tower. Align this jump carefully: it's only just within the limits of Ezio's capabilities. Run down the slope and swing around the corner; kill the guard below with a projectile, then quickly drop down and head through the waypoint and door. Climb the inner walls of the tower, then move outside through the opening near the top. When you reach the roof, operate the mechanism to send the guards plummeting to their doom. Finally, use the ladder to reach the waypoint.

BOMBER TIPS:

- Use the Movement Stick to control the Bomber, and the High Profile Button to fire its cannon.
- Unlike the Flying Machine used in Assassin's Creed II, the Bomber actually maintains altitude rather well – but only at the expense of speed. You can shoot the ground and swoop down over the resultant fire at any time to regain altitude and velocity.
- Guards stationed in towers will fire on Ezio throughout this set-piece. You can destroy their platforms with a single shot if they happen to be on the flight route, but it's just as easy to avoid them.
- During the first stage, pick a workshop (the targets marked on the map), then shoot it twice to destroy it. Swoop down over the fire to restore both altitude and momentum, then move on to the next objective.
- When you reach the second stage, shoot the construction carts before they reach the fortress. There are two checkpoints here, so it's more important to preserve the Full Synch requirement than to successfully destroy the targets.
- The final challenge is to shoot a mounted messenger. Aim ahead of him to score a successful hit. If he should move out of range, repeatedly shoot at the ground and swoop over fires to maximize speed during the pursuit.

Hell on Wheels

WAR PLANS:

The memory start position is located in the northern Campagna district. Climb onto the lower roof of the church in the marked area and face south. When the Templar Overseer walks beneath (use Eagle Vision to identify him), shoot him with the Pistol. If you move out of sight rapidly, you can avoid detection completely. Now run to the waypoint at Porta Settimiana.

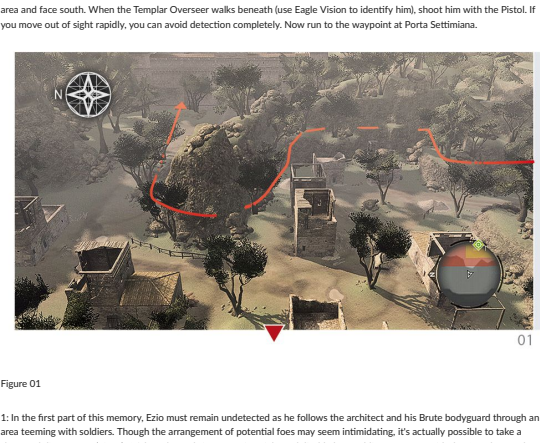


Figure 01

1: In the first part of this memory, Ezio must remain undetected as he follows the architect and his Brute bodyguard through an area teeming with soldiers. Though the arrangement of potential foes may seem intimidating, it's actually possible to take a short and direct route (Fig. 1). Stick to the rock face on Ezio's right and disable lone soldiers you pass with the Crossbow. When you emerge into the open after the initial group of buildings, calmly walk to the haystack and stealthily assassinate the nearby guard. Now Fast Walk around the corner to head east on the right-hand side of the rocky outcrop before Ezio arouses suspicion. Should a guard move to investigate him at this point, wait for him to draw near before you silence him, unseen, with the Crossbow.

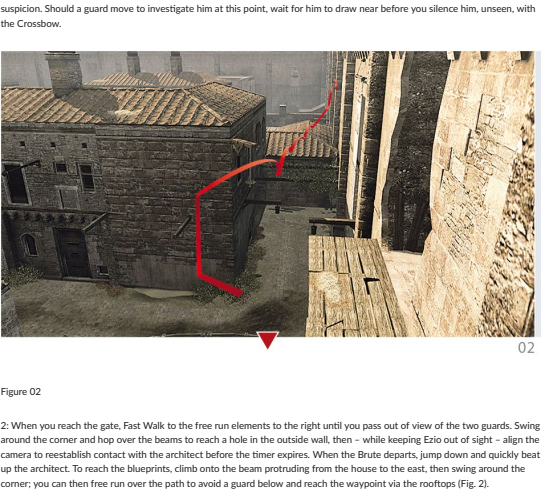


Figure 02

2: When you reach the gate, Fast Walk to the free run elements to the right until you pass out of view of the two guards. Swing around the corner and hop over the beams to reach a hole in the outside wall, then – while keeping Ezio out of sight – align the camera to reestablish contact with the architect before the timer expires. When the Brute departs, jump down and quickly beat up the architect. To reach the blueprints, climb onto the beam protruding from the house to the east, then swing around the corner; you can then free run over the path to avoid a guard below and reach the waypoint via the rooftops (Fig. 2).

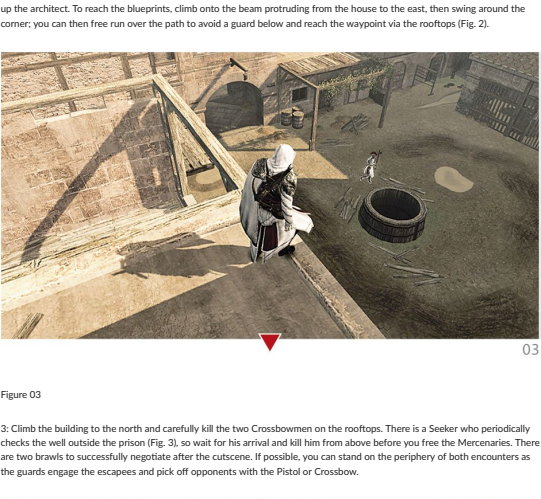


Figure 03

3: Climb the building to the north and carefully kill the two Crossbowmen on the rooftops. There is a Seeker who periodically checks the well outside the prison (Fig. 3), so wait for his arrival and kill him from above before you free the Mercenaries. There are two brawls to successfully negotiate after the cutscene. If possible, you can stand on the periphery of both encounters as the guards engage the escapees and pick off opponents with the Pistol or Crossbow.

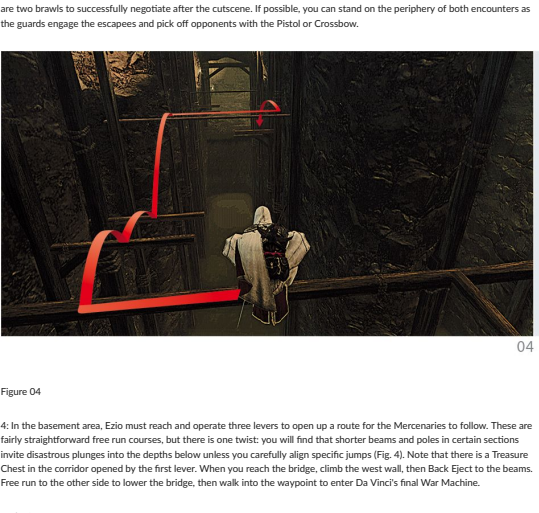


Figure 04

4: In the basement area, Ezio must reach and operate three levers to open up a route for the Mercenaries to follow. These are fairly straightforward free run courses, but there is one twist: you will find that shorter beams and poles in certain sections invite disastrous plunges into the depths below unless you carefully align specific jumps (Fig. 4). Note that there is a Treasure Chest in the corridor opened by the first lever. When you reach the bridge, climb the west wall, then Back Eject to the beams. Free run to the other side to lower the bridge, then walk into the waypoint to enter Da Vinci's final War Machine.

Tank Tips:

- Use the Movement Stick to move the Tank, and the High Profile Button to fire.
- Round each corner carefully to line up shots on targets. Strafe back in and out of cover to destroy cannons without sustaining damage.
- Shoot explosive barrels to disable nearby hostiles.
- When you encounter the first enemy Tank, circle it constantly in one direction to avoid its shots.
- After blasting through the gate leading to the final confrontation, destroy the Tank directly ahead. A second vehicle will attack from the northeast corner, so move to the south (right-hand side of the compound) to circle it as it approaches. Once this vehicle has been destroyed, a third will break free of a scaffold in the southeast of the compound.

Once all three War Machines have been destroyed, Da Vinci will automatically award Ezio with the Parachute on his return to Rome.

Assassination Missions

Memory
Two's Company
Assassination Missions
Availability
Sequence 03
Assassination Missions
Brief
An easy opening mission. Travel to the target markers and assassinate both individuals with the Hidden Blade.

Memory
Tactical Correction
Availability
Sequence 03
Brief
Call a horse and canter to the target markers. Kill the mounted guard with a horse-to-horse assassination, then slay the remaining soldiers.

Memory
...And Three's a Crowd
Availability
Sequence 03
Brief
A short and simple assignment. Ensure that you have a full stock of Throwing Knives before you begin, then approach and kill each of the three Gunmen with a single projectile. Pick a route that sees you approach all three in a line to complete the Full Synch time condition.

Memory
Serf's Turf
Availability
Sequence 03
Brief
Travel to the marked area and use Eagle Vision to identify the targets. Climb onto a roof by the three cantering around a field, then perform an air assassination as one passes. Chase down each remaining rider in turn and tap the Weapon Hand Button when you move within range to perform horse-to-horse assassinations.

Memory
The Three AMICI*
Availability
Sequence 05
Brief
Ezio must slay Brute, Agile and Seeker instructors, then either escape or disable their trainees.
Full Synch Tips
Achieving successful Hidden Blade kills is a matter of approaching each target in the right way. Stay out of sight and watch the Agile carefully, then identify the best time to move in and strike before he or his trainees react. With the Seeker, run to the back of the stables, then hide in the well when his back is turned; assassinate him when he draws near. The Brute is the easiest of the three: just stride up behind him (avoiding his direct field of view) and execute him.

Memory
Red Letter Day
Availability
Sequence 05
Brief
Kill the two designated targets.
Full Synch Tips
The timer begins as soon as the memory has been accepted. Sprint to the targets, approaching them via the road that leads to the east side of the plaza (next to the Spanish Steps). An immediate Arrow Storm order may slay both targets instantly. If you do not have sufficient Assassin Signals, adept use of the Hidden Blade and Smoke Bombs could also suffice.

Memory
The Merchant of Rome
Availability
Sequence 05
Brief
The target stands in a small Restricted Area with guards stationed at the south and west entrances. Approach the south entrance and wait for the merchant to approach the two guards. Order a Guild Assassination on the sentries, then immediately draw the Crossbow or Throwing Knives to complete the mission before the merchant can flee.

Memory
Bearers of Bad News
Availability
Sequence 05
Brief
Kill the six designated targets.
Full Synch Tips
There is a guard patrol that passes the archway to the north of the square; wait until these pass before you strike. Instantly dispatch the southernmost group (including the Agile) with the Flying Knives Special Attack, then kill the Agile in the second group. This will prevent him from running for reinforcements. Dispatch the remaining Brutes in any way you see fit.

Memory
Turning the Tables
Availability
Sequence 08
Brief
Travel to the waypoint marker and kill all designated targets.
Full Synch Tips
As Seekers are vulnerable to the Disarm move, it's easy to grab a polearm and kill its former owner. Taunt one of the two Brutes to render him susceptible to a Disarm attempt. With the two Papal Guards, kill one of the pair, grab his weapon, then dispatch the second.

Memory
Brutes and BRUTALITY*
Availability
Sequence 08
Brief
A thoroughly easy memory: just approach the Brutes, then call an Arrow Storm to kill them all instantaneously.

Memory
Graduation
Availability
Sequence 08
Brief
The Papal Guards are located in the courtyard that Ezio passes through at the start of the Castello Crasher memory. Travel through Castel Sant'Angelo to reach it, then pick off all four targets from above with the Crossbow or Pistol. Should Papal Guards reach Ezio's position, call an Arrow Storm for an easy finish.

Memory
Cardinal Sin
Availability
Sequence 08
Brief
Ezio must not be detected during this memory, so stealth is of utmost importance. Move through the streets of the Vatican district. Blending with crowds and using benches to avoid guards as you travel to the search zone. Once you approach the plaza at the far east of the district, climb the tall building to the south. Identify the Cardinal with Eagle Vision (he's close to the Herald below), then quickly execute him with a Crossbow bolt before he can reach out of range.

Courtesan Missions

Memory
Property Dispute
Courtesan Missions
Availability
Sequence 03
Courtesan Missions
Brief
Run to the waypoint marker and beat up Santino with Ezio's Fists before he can knock the Courtesan out. Pick the unconscious bully up, then avoid guard patrols as you carry him to the Pantheon's fountain.

Memory
Old Habits Die Hard
Availability
Sequence 03
Brief
Locate Giulietta with Eagle Vision, then trail her from a safe distance. She's very suspicious: be ready to hide Ezio behind walls whenever she turns to check the path behind.
Full Synch Tips
When the target is revealed, sneak behind him and enter the well. Assassinate him with the Hidden Blade.

Memory
The Morning After
Availability
Sequence 03
Brief
Follow the Courtesan. She will gesture to three targets during your journey. Ensure there are no nearby guard patrols, then switch to Ezio's fists and beat each one up in turn. Speak to the Courtesan to conclude the memory.

Memory
Running Scared
Availability
Sequence 05
Brief
Approach Giulietta, then chase her to locate the Spanish ambassador. She will call for help as she flees, causing guards on the route to attack Ezio. When the target is revealed, kill him and become anonymous before you speak to the disgraced Courtesan.
Full Synch Tips
Use Smoke Bombs at choke points such as alleyways and archways to hold Ezio's pursuers at bay. When you reach the ambassador, kill him then climb onto the back of the Pantheon and perform a Leap of Faith into the haystack to become anonymous.

Memory
Malpractice
Availability
Sequence 05
Brief
The time limit for this memory is extremely tight: Ezio must sneak up to Doctor Tommaso and pickpocket him, then escape and return to a position close to the Guild before it elapses. Use a horse. You can plan the most efficient route there and back by placing manual waypoint markers at the map screen.

Memory
Live Bait
Availability
Sequence 05
Brief
Ezio must remain undetected throughout this mission, so stay out of sight or Blend to allay suspicion when you reach each target. Climb up and kill the first ambassador with a ledge assassination, then follow the guide via the rooftops for a short while to avoid any possible implication in the murder. Slay the second ambassador after the Courtesan lures him into a courtyard. For the final target, sit on the nearby bench, then perform a low profile assassination as he walks by.

Memory
Closing In
Availability
Sequence 05
Brief
The ambassador is extremely twitchy: maintain your distance at all times. After passing the checkpoint, climb the outer wall of the Mausoleo di Augusto, then leap onto the raised area at its center. Drop down behind the target and sneak over to perform a Hidden Blade assassination.

Memory
Bad Politics
Availability
Sequence 06
Brief
Follow the Courtesan on horseback until the targets are revealed. To cut the battle short and complete the Full Synch objective, just use an Arrow Storm to topple all aggressors immediately.

Memory
Troublemakers
Availability
Sequence 06
Brief
When you near the target markers, climb to a rooftop to get a clear view of the guards below. Use the Arrow Storm ability to clear the initial group of guards, then hold off the waves of reinforcements until the timer expires.
Full Synch Tips
Bring a group of Mercenaries to the fight – you can hire these by renovating (or reassigning) a Guild Building to the northwest before you approach the captives. Use the Pistol or Crossbow to disable mounted opponents rapidly.

Memory
Ghostwriting
Availability
Sequence 06
Brief
Pickpocket the courier, take the letter to the waypoint, then chase down the target one more time to return the letter – again, with the Pickpocket ability.
Full Synch Tips
Call a horse as soon as the memory begins, then canter along the clifftop in the direction of the courier. When you draw near, dismount and leap over the edge – Ezio will survive the fall, and you'll save precious seconds. You should also use a horse for the final two sections of the memory.

Thief Missions

Memory
Lost Pup
Availability
Sequence 03
Brief
Mount a horse, then canter to the specified house; a manual waypoint on the main map will help you to find your way. Hire the Mercenaries when you arrive, then order them to attack the two nearby guards. Select the Pistol, then run to the east side of the house where Aldo faces a firing squad; swiftly kill a member of this group with a single shot to distract them and foil the execution.

Memory
A Clash of Interests
Availability
Sequence 03
Brief
Using Ezio's Fists only, attack and knock each target out in turn. Counters can be employed for swift takedowns; in other instances, five-hit combos will suffice. Use the Kick move if an assailant dodges regularly.

Memory
Up to Speed
Availability
Sequence 03
Brief
As befits the first of three Thief races, this is a fairly simple course. It appears within a Restricted Area if you have yet to clear the Borgia Tower here, but guards will not trouble you if you stick to the specified route. Each waypoint bubble contains an arrow that points to the next marker. Take the course steadily, and you should complete the Full Synch time on your first attempt.

Memory
Class Warfare
Availability
Sequence 06
Brief
Locate and kill three bandits situated on rooftops in the marked areas. Each target will flee once identified with Eagle Vision or if Ezio approaches them.
Full Synch Tips
To kill each target with the Pistol without extended chases, climb a tall building on the periphery of the search zone and identify them beforehand. Examine the architecture around them, and try to approach from higher ground, increasing the likelihood of a clear shot from the start of the pursuit.

Memory
Pointing Fingers
Availability
Sequence 06
Brief
Galvano can be found on a rooftop at the first waypoint marker. Use the Lift to ascend to his level, then kill the target stealthily. Loot his body to obtain the evidence, hurl it to the streets below when prompted, then find Vincenzo. Approach him from behind and tap the Legs Button to plant the incriminating material.

Memory
Eye on the Prize
Availability
Sequence 06
Brief
The documents are located in a courtyard inside a small Restricted Area, with guards blocking all entrances. Loot the container to obtain them, then return to a Thief at a final waypoint marker.
Full Synch Tips
Climb the building at the east side of the Restricted Area and kill all Crossbowmen in the vicinity. Watch the courtyard closely. A patrol will periodically enter to examine the container. When they depart, there is approximately one minute for Ezio to descend quietly, open the chest and climb back up.

Memory
Young at Heart
Availability
Sequence 06
Brief
This is a demanding rooftop checkpoint race with a complicated course and a surfeit of aggressive Crossbowmen. Only practice will make perfect: expect to replay this at least a few times as you learn the optimum route.
Full Synch Tips
Use Guild Assassinations and Throwing Knives to deal with Crossbowmen while you learn the course; a timely Arrow Storm could also work. Other than that, the only way to achieve Full Synch is through dedication and repetition.

Memory
Downsizing
Availability
Sequence 07
Brief
Follow the Thief on the free run course over the rooftops. You can kill any sentries you encounter with the Crossbow, though – with a little luck – it's usually possible to run straight past. If you drop to the streets, follow him at ground level. At the final waypoint, kill all hostiles and become anonymous to end the memory.
Full Synch Tips
When he turns on Ezio, kill the Thief with a Hidden Blade assassination (or a Counter or Execution if you cannot reach him before he enters combat).

Memory
A Blanket Finish
Availability
Sequence 07
Brief
After you reach the first waypoint, canter in pursuit of the riders. Cut corners to close in on them, then perform horse-to-horse assassinations when you draw level. The third leader will leave the Circo Massimo and set off on a route that makes him extremely hard to catch. If you cannot assassinate him in time, other gang members will join him in attacking Ezio at a predetermined location. Ensure that you use a Hidden Blade assassination, Counter Kill or Execution on the final target to achieve Full Synch.

Memory
For the Fans
Availability
Sequence 07
Brief
This checkpoint race is much less difficult than the Young at Heart memory played earlier. After dropping to the lower level of the Colosseum, Ezio must travel through waypoints en route to the Leap of Faith position far above.
Full Synch Tips
Reaching the first checkpoint is much easier if you have completed all four War Machines memories and have the Parachute for a measured descent. If not, use Drop and Catch Back on the outer Colosseum wall.

Templar Agents

Memory
Down to Earth
Availability
Sequence 06
Brief
Lanz can be found in the southwest corner of the highlighted zone. Approach his position from the south and climb up. When he runs, stay close until he reaches a rooftop, then strike with a Hidden Blade assassination.

Memory
Counter-Propaganda
Availability
Sequence 06
Brief
You can tear down each piece of propaganda as if it were a wanted poster. When you reach Porta Flaminia, kill the browsing guards before you remove the poster. Oberlin will run out to attack with his guards.
Full Synch Tips
Dispatch Oberlin with a Hidden Blade Counter Kill or Execution.

Memory
Excommunication
Availability
Sequence 07
Brief
When you arrive at the search zone, use the Lift on the west side of the buildings to reach the rooftop. Activate Eagle Vision to identify Brother Ristoro in the enclosed courtyard below, then perform an air assassination once he moves into view.

Memory
Firing Line
Availability
Sequence 06
Brief
Sprint parallel to Gaspar de la Croix, using the posts to cross the lake and avoid all guards. Swim to the nearby Lift to reach his position rapidly. Finish him with a Hidden Blade kill to complete the memory.

Memory
Red-Handed
Availability
Sequence 07
Brief
Lia de Russo is located next to the Tunnel Entrance in the highlighted search zone. She will run if she spots Ezio, or if he identifies her with Eagle Vision. If you stealthily climb to the arch above her position, though, it's possible to perform a Hidden Blade assassination within seconds of the chase commencing.

Memory
The Ringer
Availability
Sequence 06
Brief
Call a horse after this memory begins. On arrival at the Circo Massimo, canter over to Mancini and perform a horse-to-horse assassination before he can react.
Full Synch Tips
To become anonymous should mounted guards give chase, canter for the Tiber. Dive in and swim to the far bank to end the memory.

Cristina Memories

Memory
A Second Chance
Availability
15% Total Synch
Brief
Tail Cristina from a safe distance, taking refuge behind walls or other obstructions whenever she turns. There are no sentries, so you can take to the rooftops if you like. Beat up Vieri with a flurry of punches after the cutscene outside Casa di Vespucci.

Memory
Last Rites
Availability
30% Total Synch
Brief
Beat up the guard at the waypoint, then proceed to the next marker. After the cutscene ends, climb the nearby ladder and perform a Leap of Faith into the leaf-filled cart to the south. While carefully avoiding the guard patrols, carry and place Federico, Giovanni and Petruccio on the boat.

Memory
Best Man
Availability
45% Total Synch
Brief
Run to the waypoint before the timer expires, then kill Manfredo's attackers. Concentrate on protecting Cristina's fiancé from a watery death as a priority, as a few blows can land him in the river.

Memory
Persona Non Grata
Availability
60% Total Synch
Brief
Locate Cristina with Eagle Vision at the Square di San Trovaso. Detection will result in Desynchronization, so stay out of her field of view. Sneak up behind Cristina and press the Legs Button to plant the letter, then head to the new waypoint.

Memory
Love's Labour's Lost
Availability
75% Total Synch
Brief
Race to the waypoint, then try to kill a few of the marked assailants before Cristina flees. As you give chase, use Smoke Bombs to deter any other guards that attempt to engage Ezio, and employ Throwing Knives or assassinations to cut down any remaining targets.

Copernico Memories

Note: These free DLC side quests are exclusive to the PS3 version of Assassin's Creed Brotherhood.

Memory
False Censorship
Availability
Sequence 03
Brief
Defend Copernico against waves of guards until the timer expires.
Full Synch Tips
Disarm a Seeker to obtain his polearm, and you can dispatch all enemies with careful Counter Kills – even branching into Execution Streaks if you feel sufficiently confident. If you use the Replay Memory feature after Sequence 04, calling Assassins into the fray makes the battle exponentially easier.

Memory
Out of Orbit
Availability
Sequence 03
Brief
Lead Copernico to the waypoint, protecting him from guard attacks.
Full Synch Tips
Use every trick at your disposal to dispatch assailants swiftly: the Flying Knives Special Attack and Crossbow work particularly well. If you play (or replay) during a later Sequence, Guild Assassinations are a blessing; Smoke Bombs can also be employed to disable the initial groups for quick Hidden Blade assassinations.

Memory
Intelligentsia*
Availability
Sequence 03
Brief
Deliver a letter to a scholar. Use Eagle Vision to identify him; he can be found by a monument just southeast of a Blacksmith on the west side of the search zone.
Full Synch Tips
Call a horse and canter to the search zone; use manual waypoints to plot a direct path.

Memory
Honorary Degree*
Availability
Sequence 03
Brief
Reach the waypoint marker and deliver the letter. When the scholar is killed, try to target and shoot his murderer immediately; if you miss, take to the rooftops and chase down his assassin. Use projectiles (or, if available, a Guild Assassination) to cut the pursuit short.
Full Synch Tips
Use manual waypoints and a horse to beat the time limit.

Memory
Expedited Post*
Availability
Sequence 03
Brief
Ezio must deliver messages to three separate individuals. The second of these is the most difficult to find; he's standing on a mezzanine above the alley below.
Full Synch Tips
Route planning, practice and a trusty steed are all prerequisites for Full Synch.

Memory
Man in Red
Availability
Sequence 03
Brief
Identify the Cardinal on the Ponte Sant'Angelo with Eagle Vision, then Blend with a group or sit on the nearby bench to avoid detection as he approaches. Stay far out of sight while trailing him: he's highly suspicious, and the route is littered with Harassers.
Full Synch Tips
Sitting Ducks begins immediately after the completion of this memory.

Memory
Sitting Ducks
Availability
Sequence 03
Brief
Locate and assassinate six targets in the Centro district.
Full Synch Tips
Killing the six targets within the tight time limit is a question of knowing where they can be found, and choosing the correct approach. Use of the Crossbow to perform kills on Agiles and a horse to canter between each search zone are both essential. If you play (or replay) this memory once the Assassins Guild is available, an Arrow Storm will enable you to curtail any unwanted hostilities with patrols.

- The first target is an Agile on top of a rooftop near the center of the search zone. Approach him unseen from a similar elevation for a quick kill.
- The second is a Leader who strolls throughout the marked area. Scour the streets with Eagle Vision, then kill him quickly.
- The third target is an Agile. He's situated on a high roof in the center of the search zone.
- The fourth and fifth targets are a pair of Brutes that patrol the marked area. Use Eagle Vision to identify them; a Double Assassination is a quick way to slay both instantly.
- The final target is another Agile. He can be found on top of a roof at the very center of the search zone.

Memory
Close the Book
Availability
Sequence 03
Brief
The Master of the Sacred Palace can be found strolling through the streets of the Centro district. As you near his position, climb to the rooftops. You can then finish with an air assassination.
After escaping the area, head to the next waypoint. When guards attack, run straight past to Copernico's position and pick them off with Crossbow bolts as they approach. Watch carefully for the arrival of the assassin commissioned to murder Copernico. A single well-placed shot is sufficient to dispatch him.

* The Intelligentsia, Honorary Degree and Expedited Post memories can be completed in any order.

Borgia Towers

Pietro da Siena

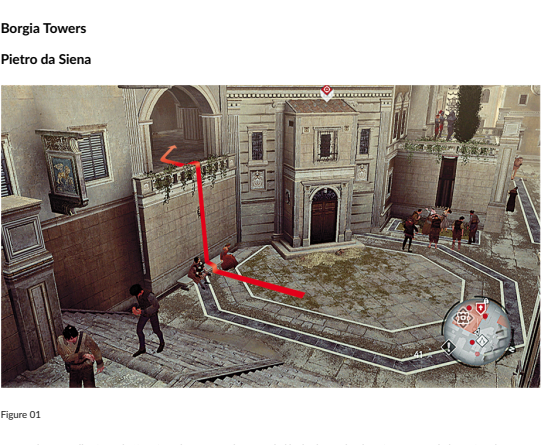


Figure 01

- The cowardly Pietro da Siena is under cover and surrounded by bodyguards. There is an unguarded opening above a bench in the northeast corner of the Restricted Area, not far from the Ponte Sant'Angelo (Fig. 1).
- After climbing into the room sneak over to Da Siena's position, using the columns as cover. You can now either slay the Captain with a Guild Assassination (though you may well need to assist your recruits in the conflict that ensues), or disable his guards with a Smoke Bomb before delivering a more personal coup de grâce. His escape point is mere seconds away, so there's absolutely no margin for error.

DOMENICO da Padova

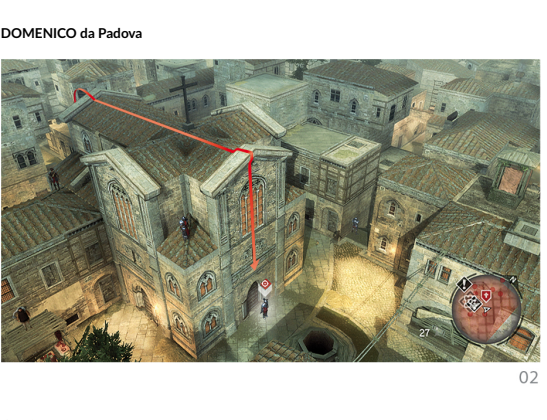


Figure 02

- The craven Da Padova is stationed in front of the main door at Santi Apostoli.
- Approach the Restricted Area from the west and, avoiding patrols, climb the back of Santi Apostoli to reach the upper roof (Fig. 2). Killing the Crossbowmen is optional: you can actually run to the ledge above the front entrance to the east and perform an immediate air assassination.

Belardino da Verona

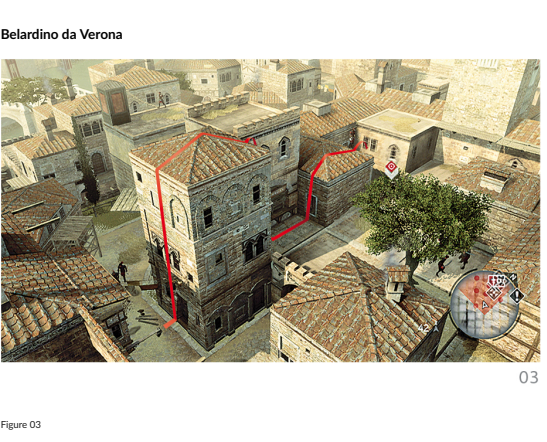


Figure 03

- Belardino will stand and fight, so a direct assault on his territory is possible if you prefer.
- For a less dangerous kill, approach the Restricted Area from the south. Climb onto a roof, disable nearby Crossbowmen, then approach a small gap in the rooftops to the north with a pile of hay below (Fig. 3). Drop into this from a ledge when the coast is clear; leap out to assassinate the Borgia Captain as he moves within range. Drop a Smoke Bomb to incapacitate his bodyguards afterwards, and you should find that you can return to the rooftops and begin the tower climb with no further combat.

Valentino da Siena

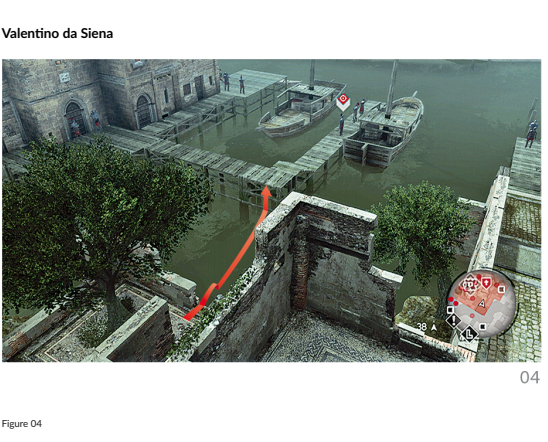


Figure 04

- Valentino patrols the boardwalks near the river, and will flee to escape via a nearby door if alerted to Ezio's presence. We strongly advise that you do not use Assassins in this area: falling into water will kill them instantly.
- There are a number of ways to approach Valentino's position, but the most reliable strategy is to enter the Restricted Area via an alley in the northwest corner. Kill the nearby Crossbowman, then watch the Borgia Captain's patrol route. When he walks over to the left-hand boardwalk, dive into the water and swim to a secluded position (Fig. 4). Climb up to hang from the ledge as he draws near, then use a ledge assassination.

Francesco DA VELLETRI

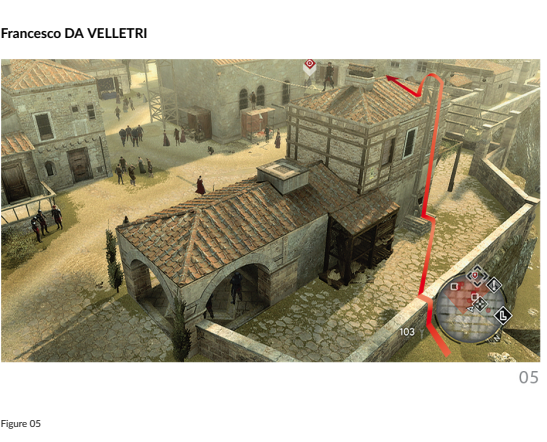


Figure 05

- Francesco da Velletri will fight Ezio if confronted, but a stealth attack will negate any need for a brawl.
- Approach the northeast corner of the Restricted Area and climb the tallest part of the building (Fig. 5). Don't use the lift; instead, scale the wall and perform a ledge assassination to dispose of the Crossbowman. You can now either wait for Da Velletri to walk beneath or move over to the church in the center of the area. An Arrow Storm is the quickest way to kill the Captain and reach the tower, though you can use an air assassination if you do not have sufficient Assassin Signals.

Antonio da Fiorentino

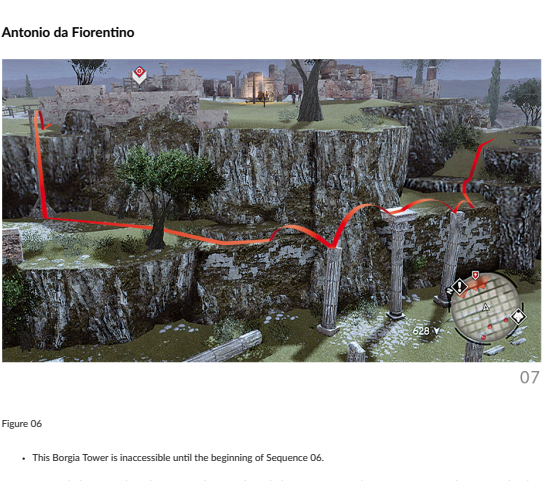


Figure 06

- This Borgia Tower is inaccessible until the beginning of Sequence 06.
- Approach the west side of the Restricted Area and watch the movements of the Borgia Captain on the tower. When he moves to the east side of the structure, climb the nearby building and wait on the ledge beneath the wooden platform (Fig. 6). When Da Fiorentino presents his back to Ezio, strike behind him and perform a silent assassination.

FERDINANDO di Napoli

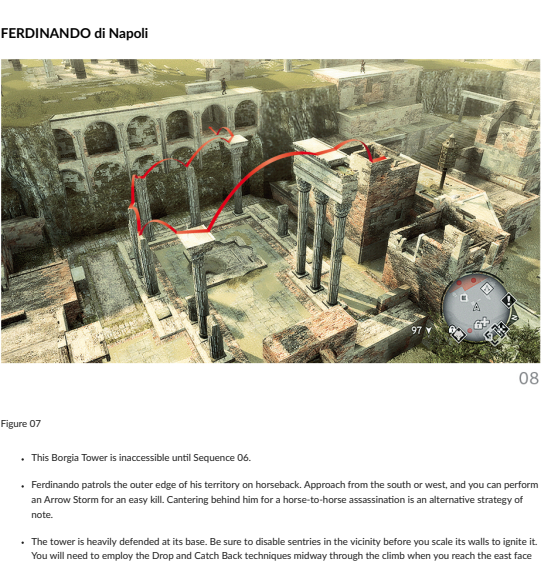


Figure 07

- This Borgia Tower is inaccessible until Sequence 06.
- Ferdinando patrols the outer edge of his territory on horseback. Approach from the south or west, and you can perform an Arrow Storm for an easy kill. Cantering behind him for a horse-to-horse assassination is an alternative strategy of note.
- The tower is heavily defended at its base. Be sure to disable sentries in the vicinity before you scale its walls to ignite it. You will need to employ the Drop and Catch Back techniques midway through the climb when you reach the east face if you do not have the Climb Leap Glove.

TOMMASO di Viterbo

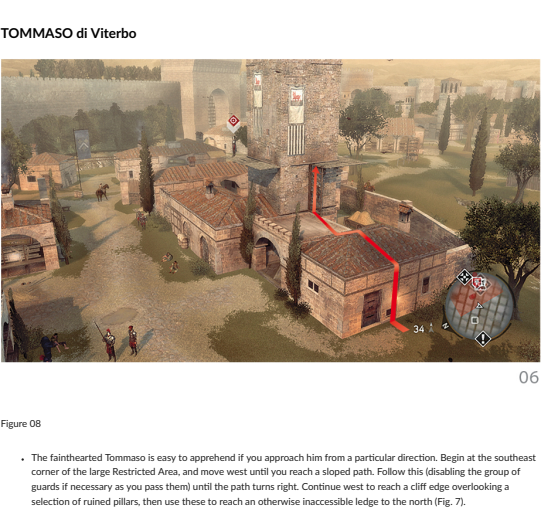


Figure 08

- The fainthearted Tommaso is easy to apprehend if you approach him from a particular direction. Begin at the southeast corner of the large Restricted Area, and move west until you reach a sloped path. Follow this (disabling the group of guards if necessary as you pass them) until the path turns right. Continue west to reach a cliff edge overlooking a selection of ruined pillars, then use these to reach an otherwise inaccessible ledge to the north (Fig. 7).
- Use the nearby Lift to scale the cliff edge rapidly, then take cover behind the wall and observe the Borgia Captain. As he approaches Ezio's position, hang from the outside of the wall; once within range, climb up and perform an air assassination before cantering to the tower.

Prospero da Siena

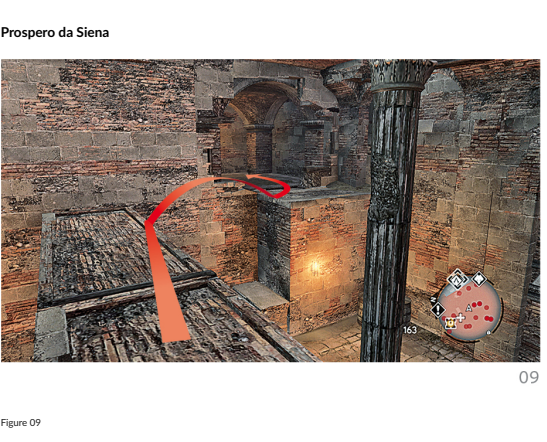


Figure 09

- This Borgia Captain is located in a network of underground corridors. He's cowardly and difficult to reach, so ensure that you're prepared before you enter. Three Smoke Bombs, full Crossbow ammunition and at least one Assassin Signal are all essential provisions.
- To infiltrate his bolthole with a minimum of combat, use the columns close to the east corner of the Restricted Area to reach a secret entrance (Fig. 8). When you jump from the highest platform, hold the Empty Hand Button to grab the tip of the column with a Borgia Flag on top of it. If necessary, kill the Crossbowmen on the cliff above from distance as you approach the entrance.
- Run straight ahead until you reach a guard with his back turned. Dispatch him with a Crossbow bolt, then drop down to the lower level. Incapacitate the two guards with a Smoke Bomb before they can react, then kill both immediately.
- Prospero is located just beyond these two soldiers. Use another Smoke Bomb to disable the pair of guards closer to him, then instantly order a Guild Assassination on the Captain. Run in to perform a Hidden Blade kill to be doubly sure.
- The room where Prospero is located has a hole in the upper wall (Fig. 9). This leads to a storeroom where the Armor and Dagger of Brutus are locked away. Complete all five optional Followers Lairs, and you can return here to collect these prizes at a later date.

IPPOLITO di Foligno

- This Borgia Tower is inaccessible until Sequence 07.
- On arrival, kill Crossbowmen and Gunmen on the rooftops near the base of the tower, then climb to the top. Kill the Borgia Captain with a ledge assassination.

Leaving the Animus

You can select the Leave Animus option in the Animus Desktop Pause menu at any point between Sequence 02 and the end of the Pax Romana memory in Sequence 09 to return to modern-day Monteriggioni. Doing so will enable you to view interactions between Desmond and his Assassin cohorts, view emails and embark on a scavenger hunt outside the Sanctuary.

Optional Conversations

Returning to the present after certain milestones unlocks conversations between Desmond, Lucy, Rebecca and Shaun. The accompanying table details when these are available.

#	Unlock Conditions
1	Available after Desmond interferes with Monteriggioni's power grid.
2	Reach Sequence 02.
3	Reach Sequence 04.
4	Reach Sequence 05.
5	Reach Sequence 08.

Emails

If you exit the Animus between Sequence 02 and the end of the Pax Romana memory, you can use the vacant computer in the Sanctuary to view assorted emails sent between Lucy, Rebecca and Shaun – plus a few messages sent by tantalizingly mysterious outside parties. You can only access Desmond's account at first, but a later message supplies him with passwords to snoop on his companions' emails.

Scavenger Hunt

If you leave the Sanctuary, Lucy will give Desmond a strict curfew for a walk in Monteriggioni. You can use this time to find five special artifacts in locations around the town. Once collected, these appear as souvenirs on the shelves to the left of the computer where Desmond can access his emails (Fig. 10).

Artifact	Location
Mario's Feather Chest	Upper roof of Villa Auditore
Ezio's Belt	On top of the lower roof in the southwest corner of Monteriggioni
Medici Cape	Inside the church, to the east of Monteriggioni's main street
Mario's Sword	Under a tree, to the west of Monteriggioni's main street
Claudia's Record Book	Mario's study, inside Villa Auditore – just to the right of the rear door as you enter from outside.

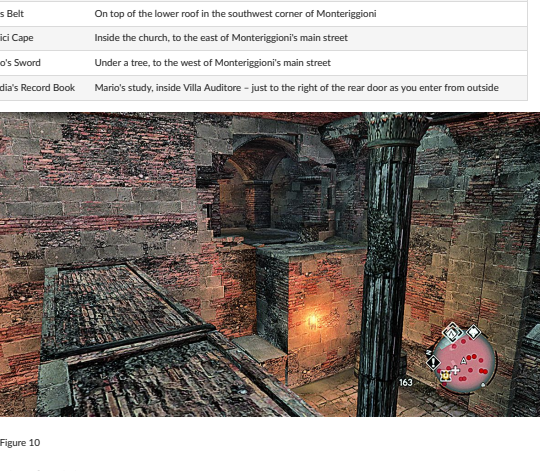


Figure 10

Virtual Training

You can tackle Virtual Training exercises at any time that Ezio is not directly engaged in a memory by selecting the corresponding option in the Animus Desktop Pause menu. Though some are certainly tough, playing main story memories and side quests will provide the practice and experience you need to complete them. Obtaining a Bronze Medal in every challenge unlocks the Raiden outfit, which can be equipped at the Inventory menu.

Fight Ring

After renovating the Mercenaries HQ in Sequence 03, Ezio can partake in unarmed brawls in the Barracks basement. If you have a knack for fist fights, this minigame can be a fantastically simple way to raise funds during the early stages of the story.

- Before you worry about placing wagers, unlock the four higher fight levels. Try to get a feel for the pace of the brawls. With unarmed combat, tapping the Weapon Hand Button with a measured rhythm leads to more instant takedowns than frantic bashing. Counter Kills may not always succeed, but they're always better than sustaining damage, and could well offer an instantaneous finish. We found that the best strategy is to pick a single target and pummel him with combos, only stopping to attempt Counter Kills when other Mercenaries attack. Mixing kicks in with flurries of punches can be surprisingly effective.
- At higher levels, certain Mercenaries will throw sand at Ezio to stun him. You can prevent this with a punch, or evade with a well-timed Dodge. With the fleet-footed Mercenary who seems to sidestep Ezio's every attack in the most difficult bout, wait for him to attempt to throw sand to break his guard.
- Place a maximum bet on the most challenging fight, and you can earn approximately 650 florins per minute. If you're keen to get started with Rome renovations, or have a hankering for expensive equipment, mastery of the fight ring can supply funds for purchases that might otherwise remain out of reach until later in the story.

Guild Challenges

You can view your progress in all four sets of Guild Challenges in the DNA Menu. The majority of these tasks are self-explanatory, but there are a few that warrant further advice or suggestions.

Mercenaries Guild

- These challenges are unlocked during Sequence 03. The completion reward is Bartolomeo's Axe.
- Wooden scaffolds are dotted around the city. You can kill guards instantly by hurling them into these after performing the Grab move. If you travel to the Art Merchant just south of the Pantheon, you will find a scaffold and a group of guards a short walk to the east (Fig. 11).
- If you are struggling to hit your quota of Papal Guards, a group of four appear at the plaza to the left of the main Castel Sant'Angelo entrance during later Sequences.

Courtesans Guild

- Courtesan challenges are unlocked during Sequence 03. The completion reward is Maria's Dagger.
- A "guard post" is any position where soldiers stand with their arms crossed, usually blocking an entrance. These can often be found in Borgia Zones. If you need to complete this challenge later in the story, replay the French Kiss memory in Sequence 06. You can find numerous guards of this type in the French army camps.
- Use the "Hijack" ability to commandeer a mounted guard's horse without killing him. This is easier to perform while anonymous. To be doubly efficient, try to return to anonymous status by using hiding spots to complete the "Enemies evaded using the crowd and other hide spots" challenge at the same time.

Thieves Guild

- These challenges are unlocked during Sequence 03. The completion reward is La Volpe's Bite.
- For the two "beam"-related challenges, search for suitable wooden beams that either have guard patrols passing beneath, or offer an easy approach route that a mounted Ezio can canter towards. Tap the Legs Button to stand on the horse then hold the High Profile and Legs Buttons to leap to an overhead beam.
- You can complete the dive challenge by leaping from the tower close to the Barracks into the water below. Don't forget to press the Legs Button at the start of the jump.

Assassins Guild

- These challenges are unlocked during Sequence 04. The final reward is the Sword of Altaïr.
- Completing these challenges is a simple matter of using recruits regularly in combat.

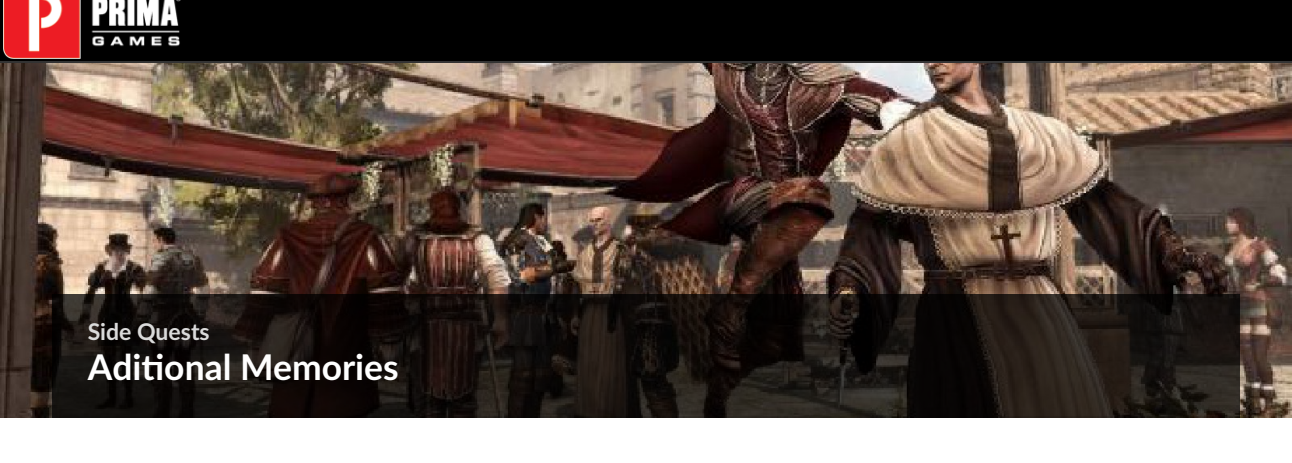
Shop Quests

- Certain vendors on Tiber Island offer special Shop Quests where, in return for specific Trade Items, they will supply Ezio with a valuable reward. In the accompanying table, we reveal how to obtain the objects they require.
- The "Unique Contract" column refers to special Assassins Guild assignments. These offer a single Trade Item in addition to the standard payment in XP and florins.
- Borgia Couriers, Pickpockets, Wolfmen and Bandits all yield Trade Items when caught or looted after combat. The "Loot" column reveals which of these may relinquish an object you need. While they will always drop something, the probability of obtaining a specific Trade Item is rather low (3% to 13%).
- Trade Items can be found in Treasure Chests both in Rome and in Secret Locations.

Where/How to obtain

Shop Quest	Trade Item	Unique Contract	Loot	Treasure Chest: Rome	Treasure Chest: Secret Locations
Faith	Terracotta Pot (x3)	Exodus	-	Antico, Centro, Campagna	Wolves Among the Dead, Thrown to the Wolves
	Totem (x2)	Destructive Criticism	Pickpocket	Antico, Centro, Campagna	-
	Buddhist Prayer Beads (x2)	On the Trail	-	Antico, Centro, Campagna	Thrown to the Wolves, A Wolf in Sheep's Clothing
Exotica	Shrunken Head (x2)	-	-	Antico	The Sixth Day
	Elephant Ivory (x3)	Closure	-	Antico, Centro	Wolves Among the Dead, The Halls of Nero
	Indian Diamond (x3)	Star Chamber	Borgia Courier, Bandit, Wolfman	Campagna, Antico	Wolves Among the Dead
Blood Money	Vlad the Impaler Coins (x7)	Scapegoats & Dousing Fires	Borgia Courier, Bandit, Wolfman	Campagna, Vaticano	Wolves Among the Dead, Shopaholic*
Pulling Threads	Silk (x8)	Gone Silent	Pickpocket	Antico, Campagna, Vaticano	Wolves Among the Dead, Thrown to the Wolves
	Cardinal's Purple Dye (x5)	Man Down	Borgia Courier, Bandit, Wolfman	Centro	Thrown to the Wolves, Leader of the Pack, A Wolf in Sheep's Clothing
Trendsetting	Pomander (x2)	My Enemy's Enemy	Pickpocket	Centro, Campagna	A Wolf in Sheep's Clothing
	Ambergris (x3)	Picking up the Pieces	Borgia Courier, Bandit, Wolfman	Centro, Antico, Vaticano	Liquid Gold*
	Papaver Silvaticum (x1)	-	Borgia Courier	Antico	The Sixth Day, Leader of the Pack, Shopaholic*
Venomous	Tomatoes (x5)	-	Pickpocket	Antico, Centro, Campagna	The Halls of Nero
	Nutmeg (x3)	-	Pickpocket	Centro, Antico	-
	Aconite (x2)	-	Borgia Courier	-	-

* The Shopaholic and Liquid Gold Templar Lairs only appear in special limited edition versions of Assassin's Creed Brotherhood.



Side Quests

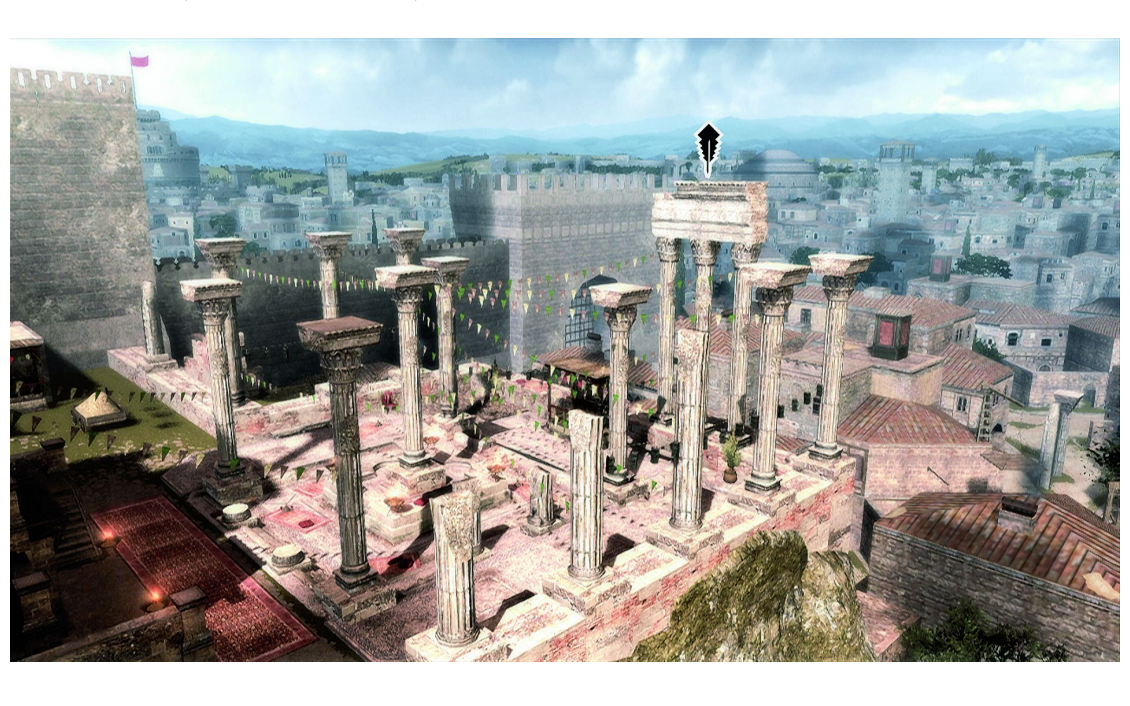
Aditional Memories

Over the following pages we reveal the locations of all collectibles throughout Rome: Borgia Flags, Feathers, Treasure Chests, Viewpoints, Borgia Towers and the mysterious Rifts. We've sliced the larger districts into manageable portions, so you should have no problems scouring each area for these prizes in a methodical order.

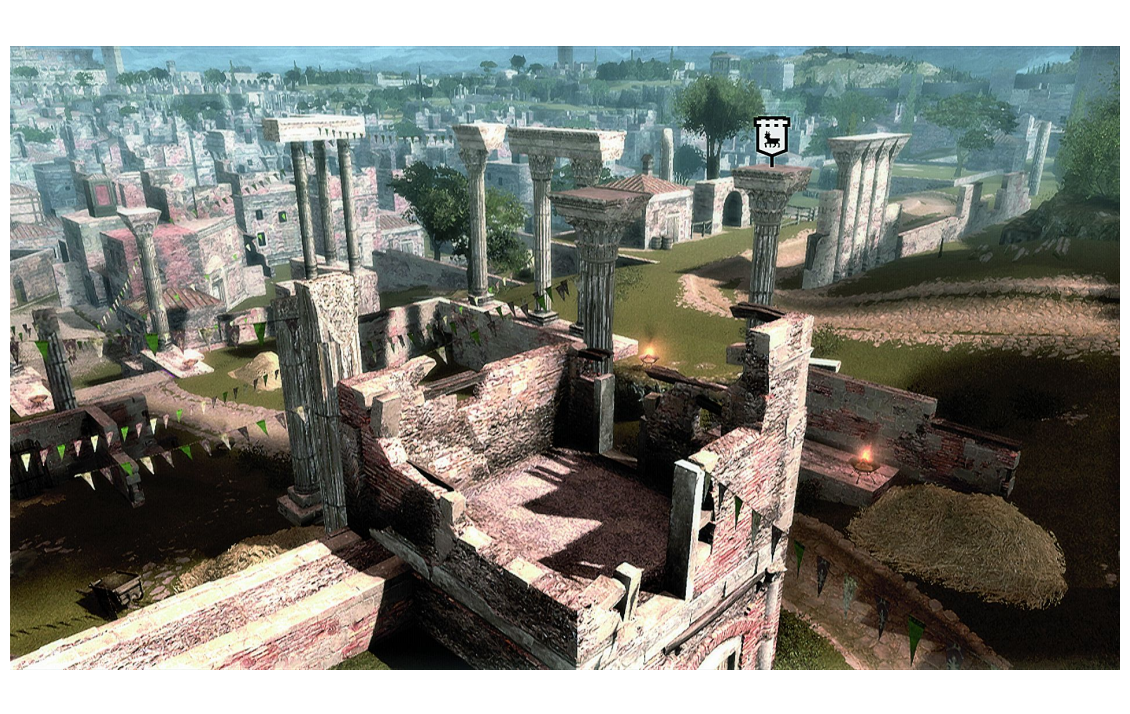
Before we begin, a variety of general yet exceedingly useful tips:

- Looking at any form of collectible through Eagle Vision will make an icon representing its position appear on the in-game maps.
- There is a distinctive sound effect that plays whenever Ezio moves close to a collectible; this grows louder or quieter based on his direct-line proximity.
- Treasure Chests (◈) are most commonly located in enclosed courtyards and on roof terraces. Borgia Flags (🛡) are generally situated on rooftops, columns, or on architectural features that extend from buildings. Feathers (🪶) are few in number, but appear in varied locales.
- Rifts (◆) only appear on walls, and are invisible unless viewed through Eagle Vision. The bottom section of each one is a ledge that Ezio can grasp; to collect them, he must climb "inside" each one.
- Every Borgia Tower (♜) has a Viewpoint (◆) at its summit. Igniting the former will always Synchronize the latter. Followers Lairs (◇) and Templar Lairs (◆) are unlocked through progression in primary memories.
- Removing 25 Borgia Flags (or reaching Sequence 08) unlocks new maps for purchase at Art Merchant Shops. Though decidedly expensive, buying these reveals the locations of collectibles on the in-game maps.
- If you highlight a collectible icon with a manual waypoint at the map screen, the proximity meter (▫▫) will helpfully provide prompts on the elevation of the item you seek in relation to Ezio. This makes the process of collecting Feathers, Borgia Flags and Treasure Chests much, much easier – and it's why the maps sold by Art Merchants are worth every last florin.
- We have marked all Treasure Chests containing Trade Items required to complete Shop Quests.

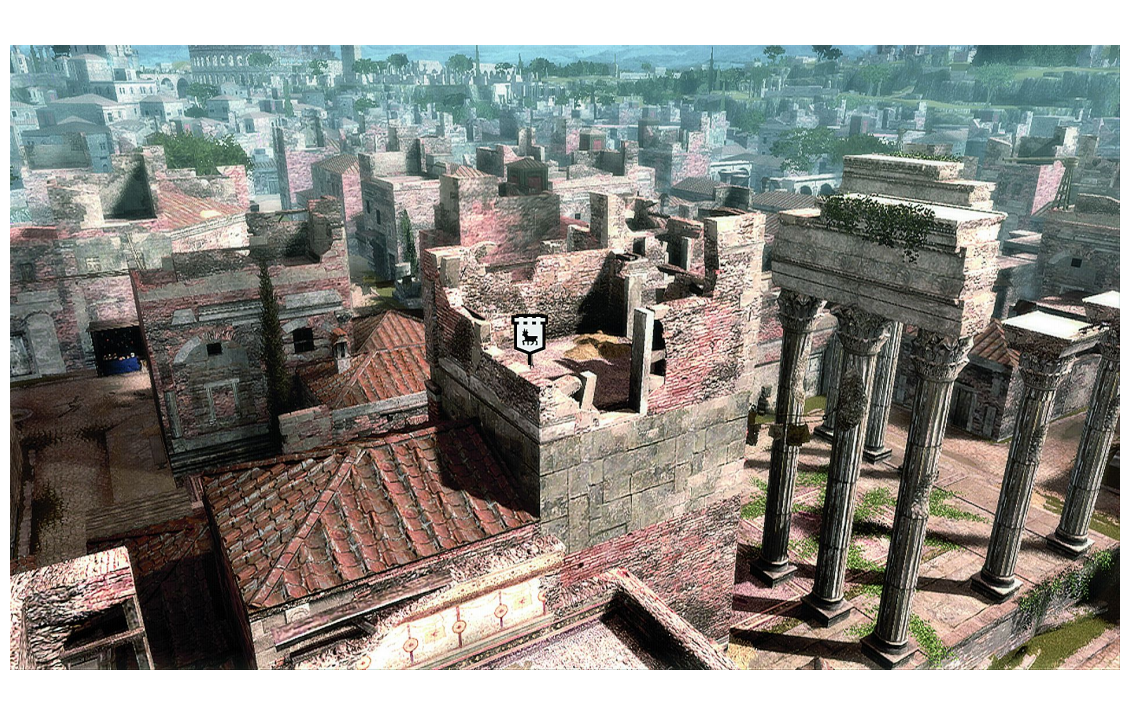
Tiber District (Southwest Centro)



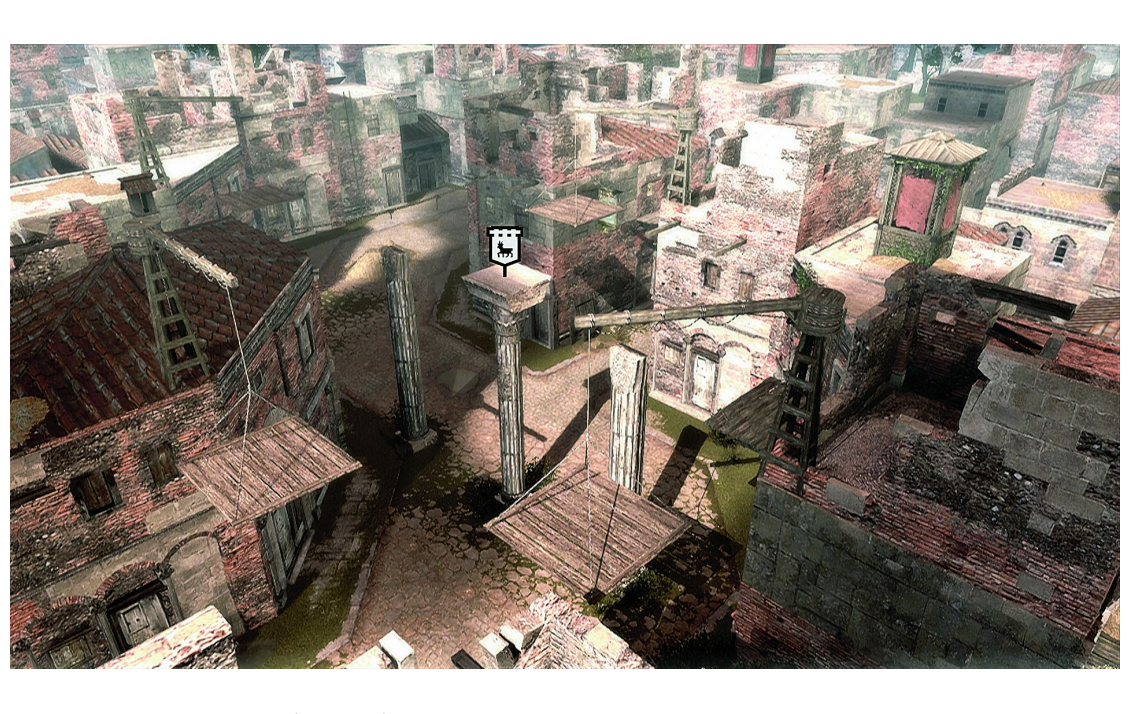
Use the columns to the south to reach this Feather's lofty hiding spot.



Use the building to the north to reach the adjacent column, then press the Empty Hand Button to catch the ledge when you leap across to this Borgia Flag – it's just outside Ezio's automatic grab range.

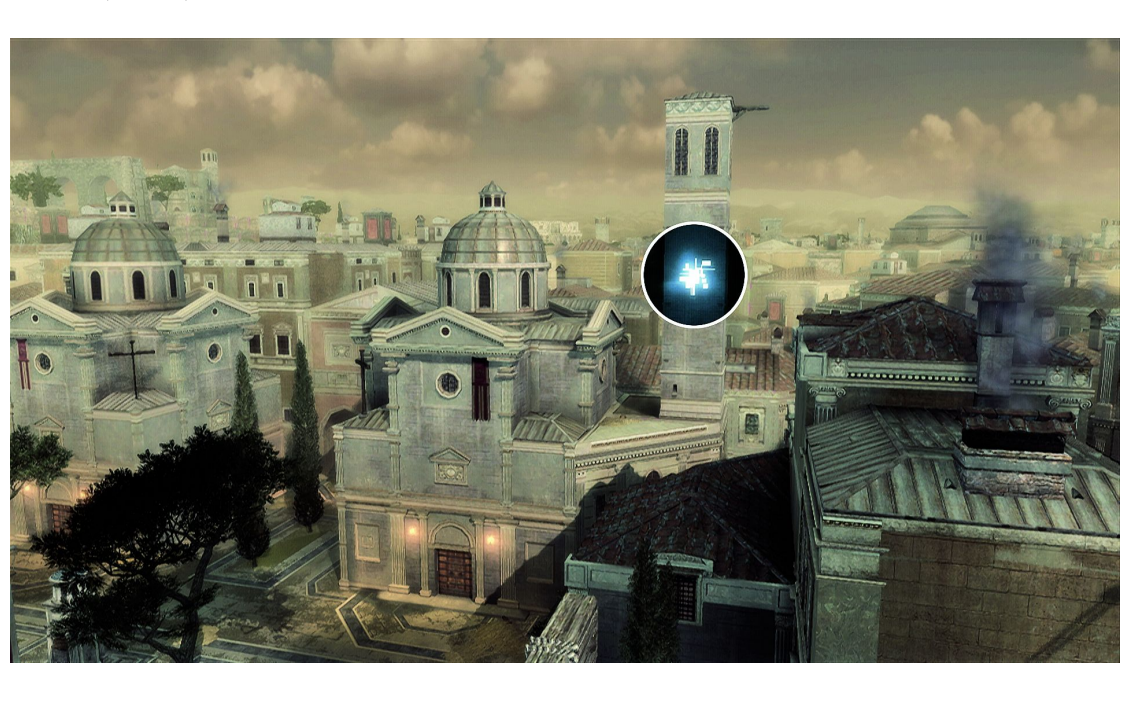


Hidden in the ruined top floor of the building.

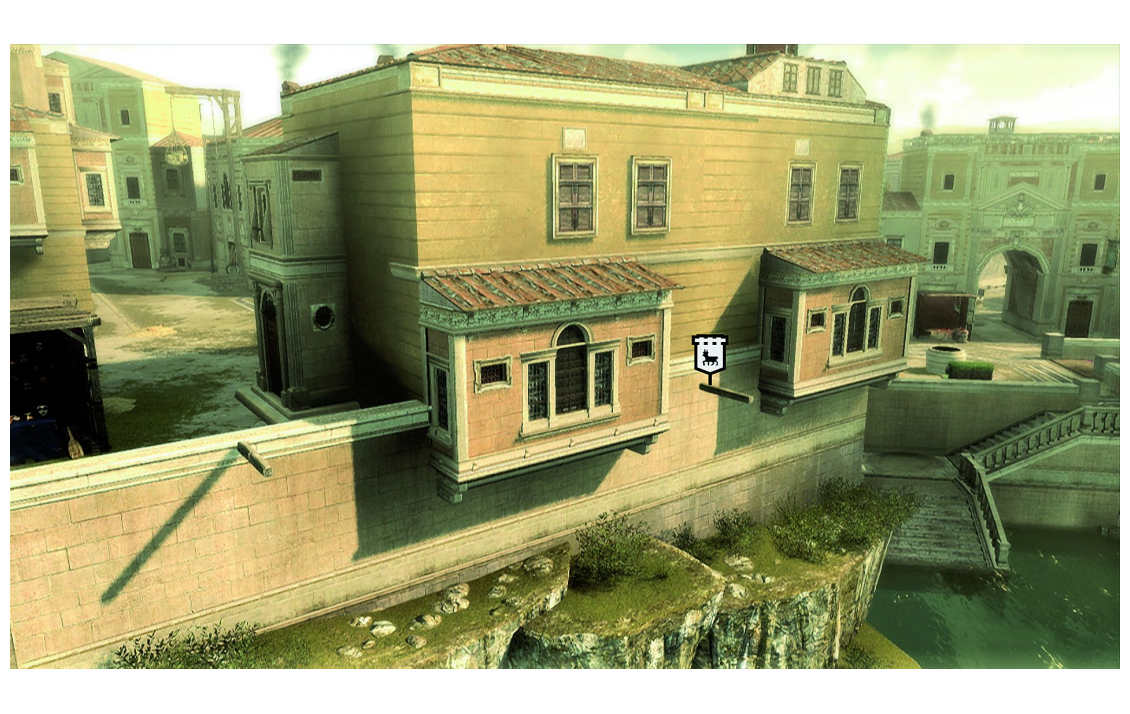


On top of a column; easy to see (and reach) from the surrounding rooftops.

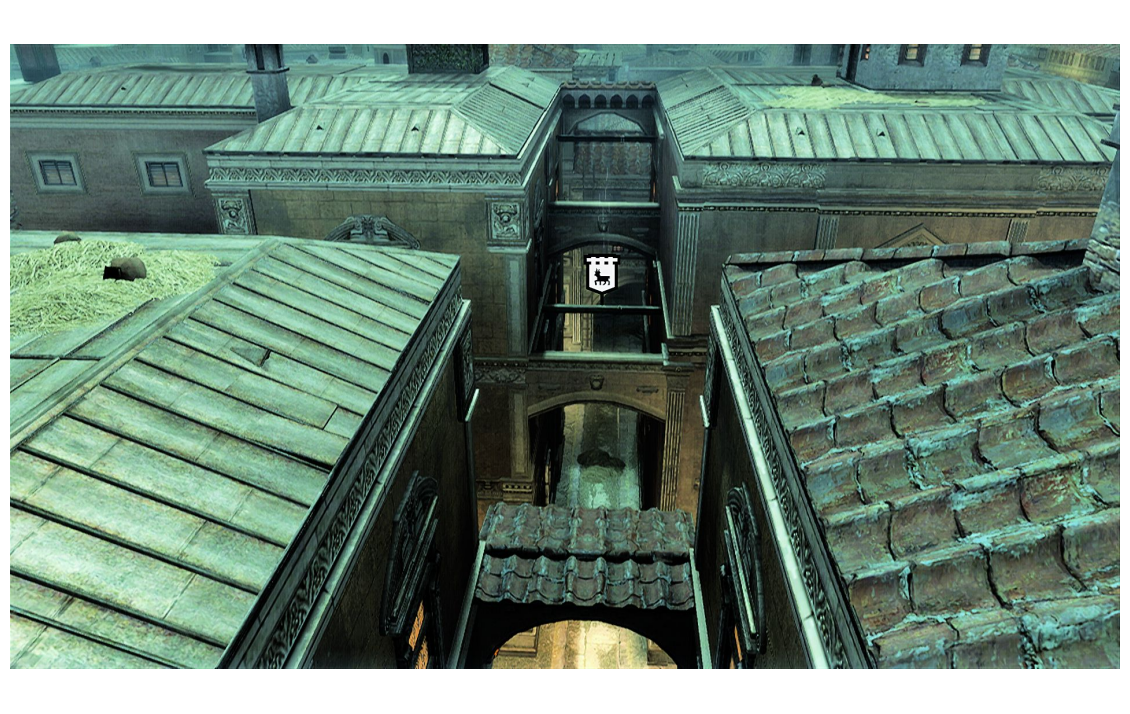
Centro (North)



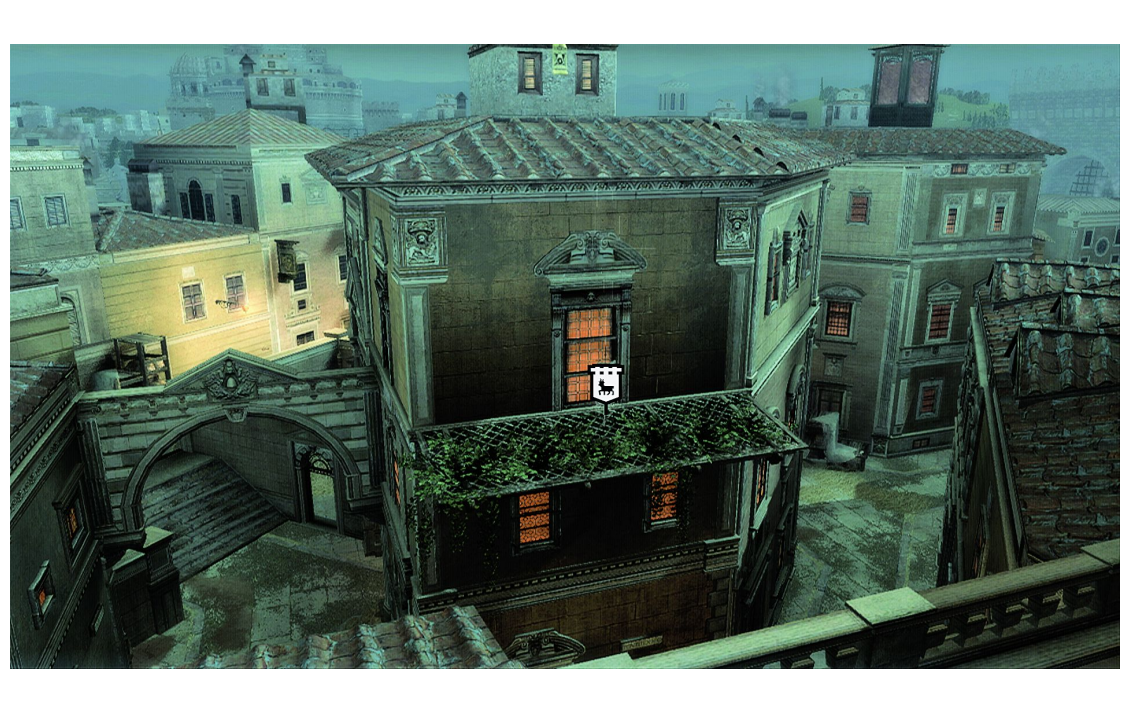
This Rift is on the north face of the Viewpoint tower.



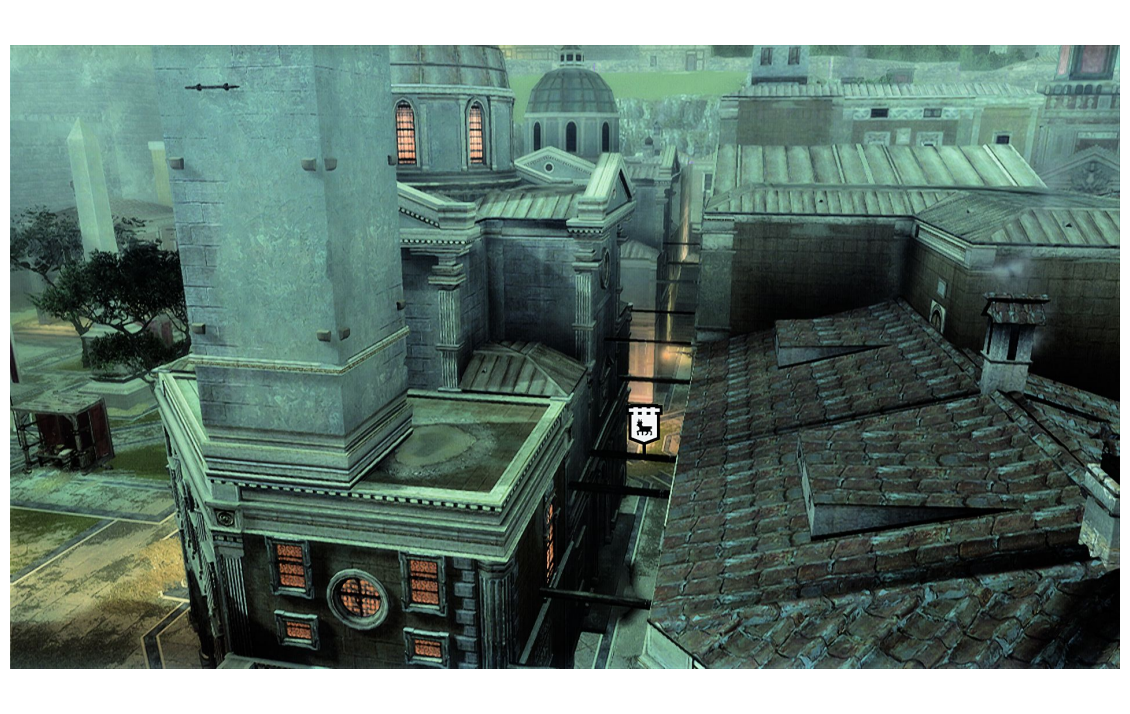
On a beam on the side of the building overlooking the Tiber; drop down from above to reach it.



On a beam above an alleyway; reach it via the rooftops to either side.

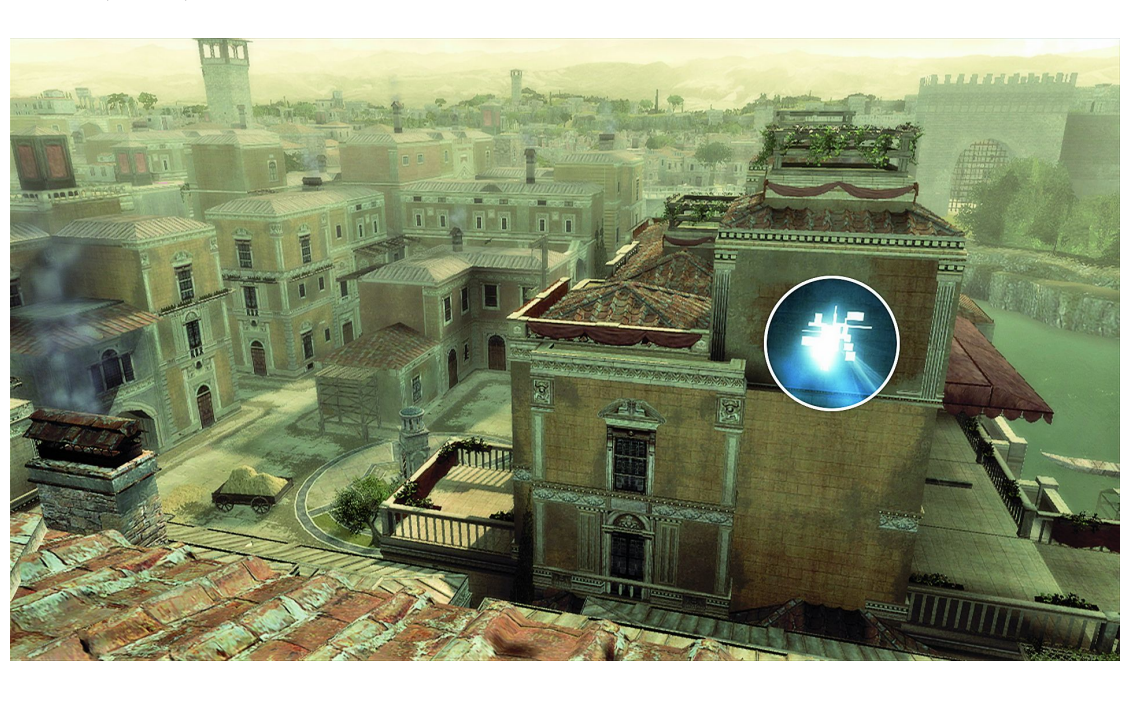


On a trellis on the east side of the building.

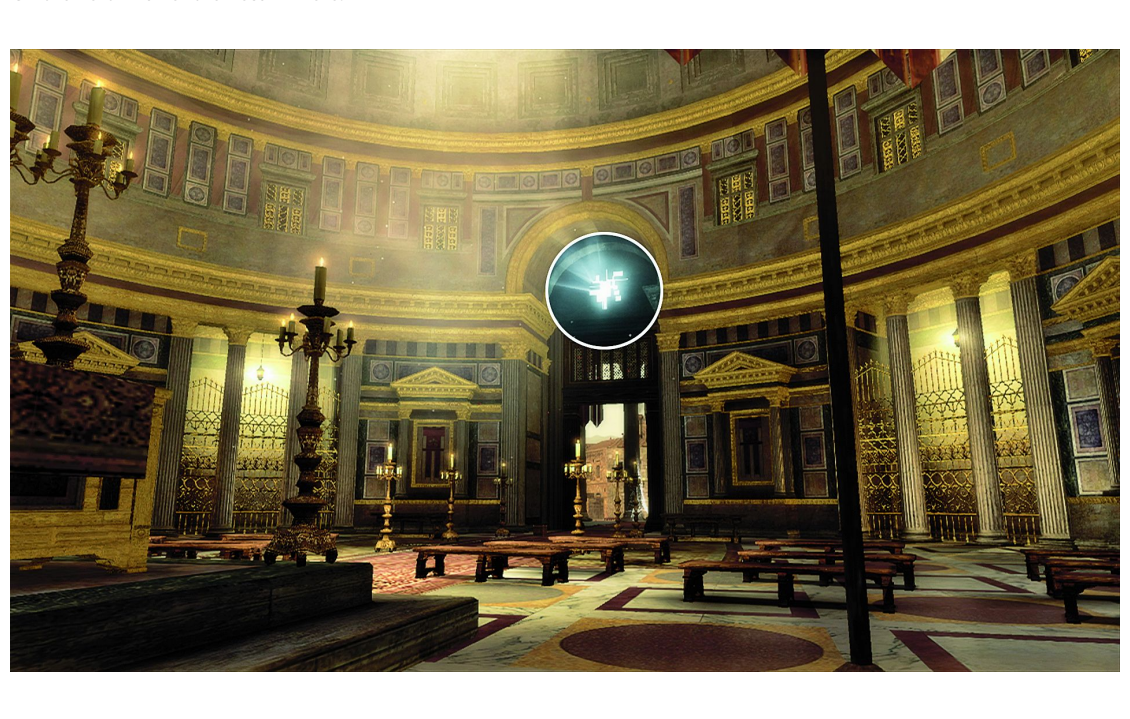


On a beam above an alleyway just south of the church.

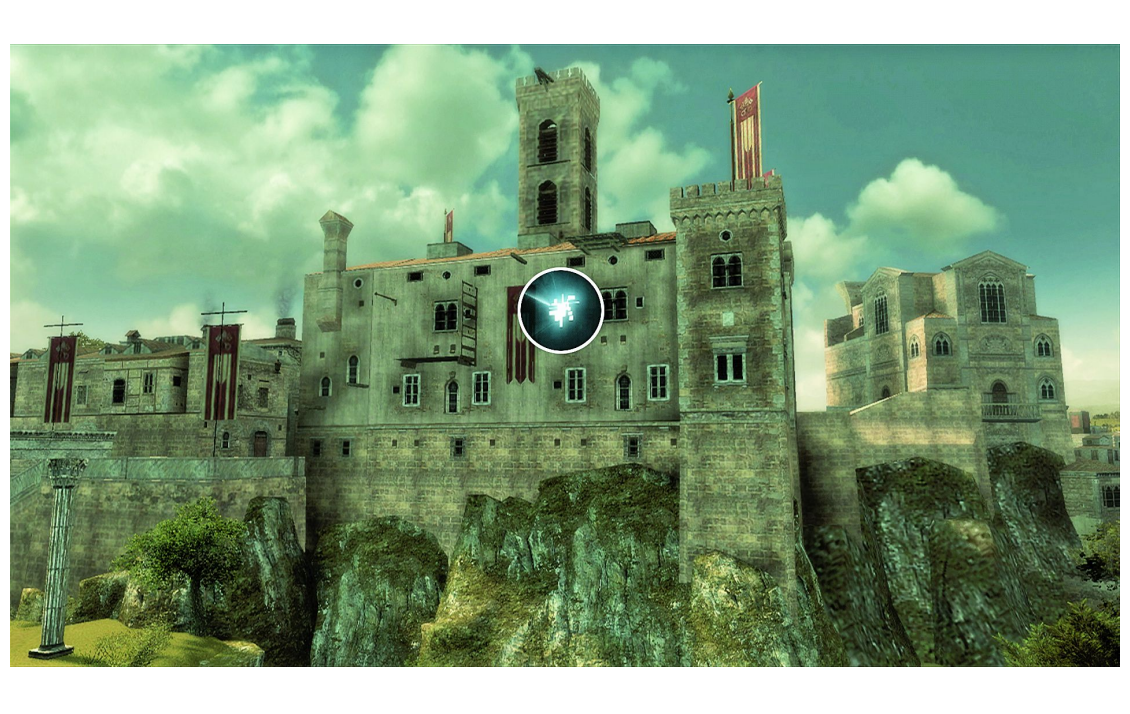
Centro (South)



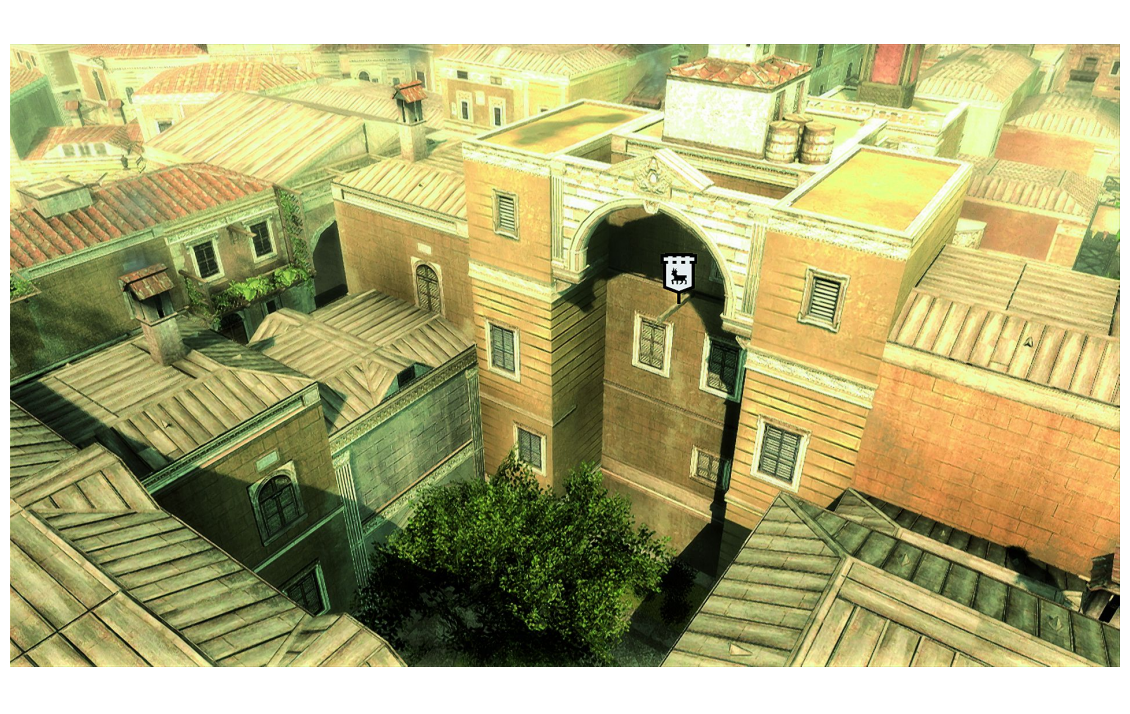
On the north wall of the Rosa in Fiore.



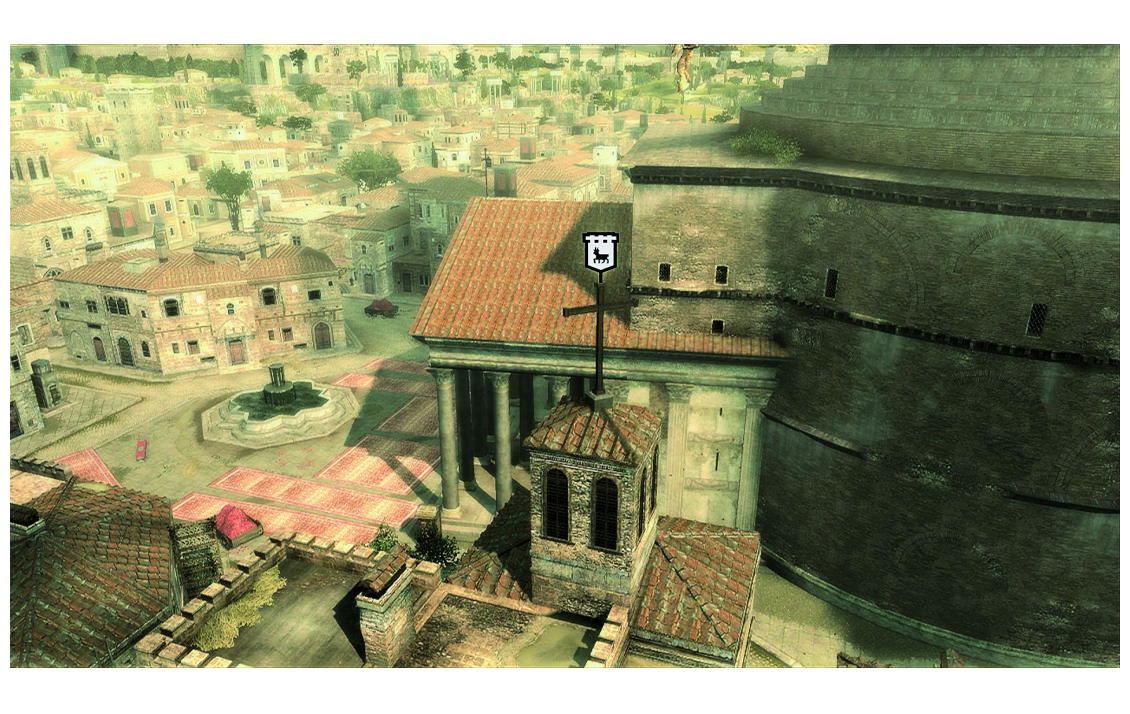
Inside the Pantheon, just above the entrance.



On the southeast face of the Palazzo Senatorio; perform a Drop and a Catch Back move from the roof above to reach it.

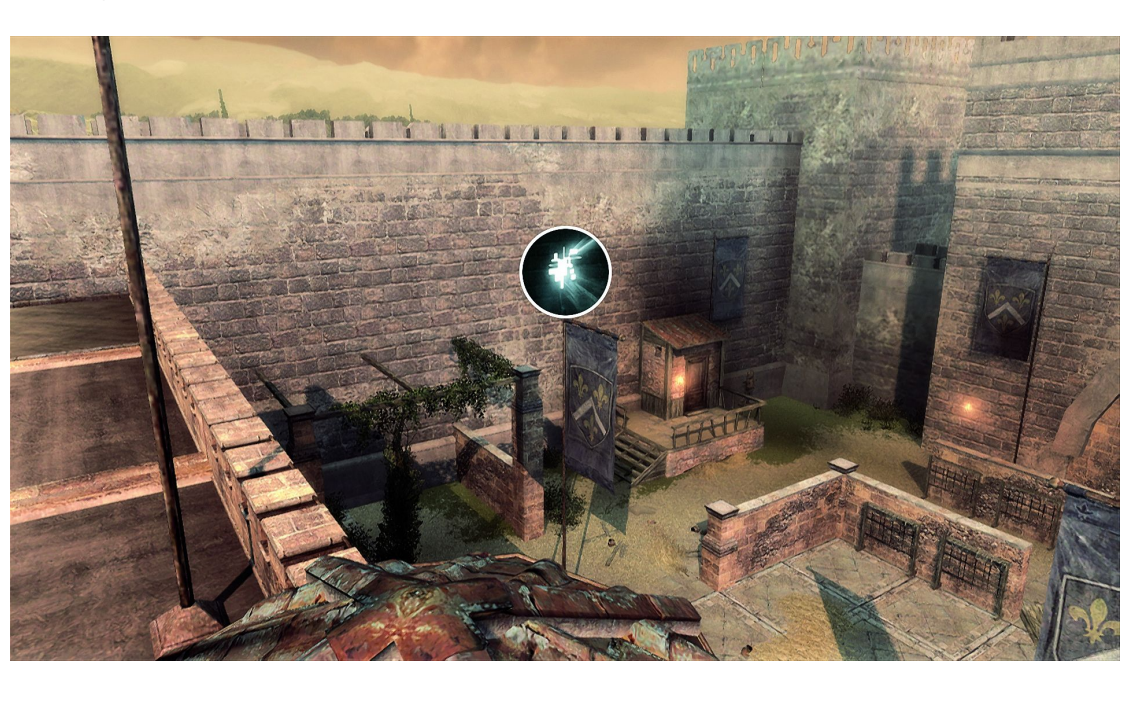


On a beam high on the west wall, overlooking a courtyard below.

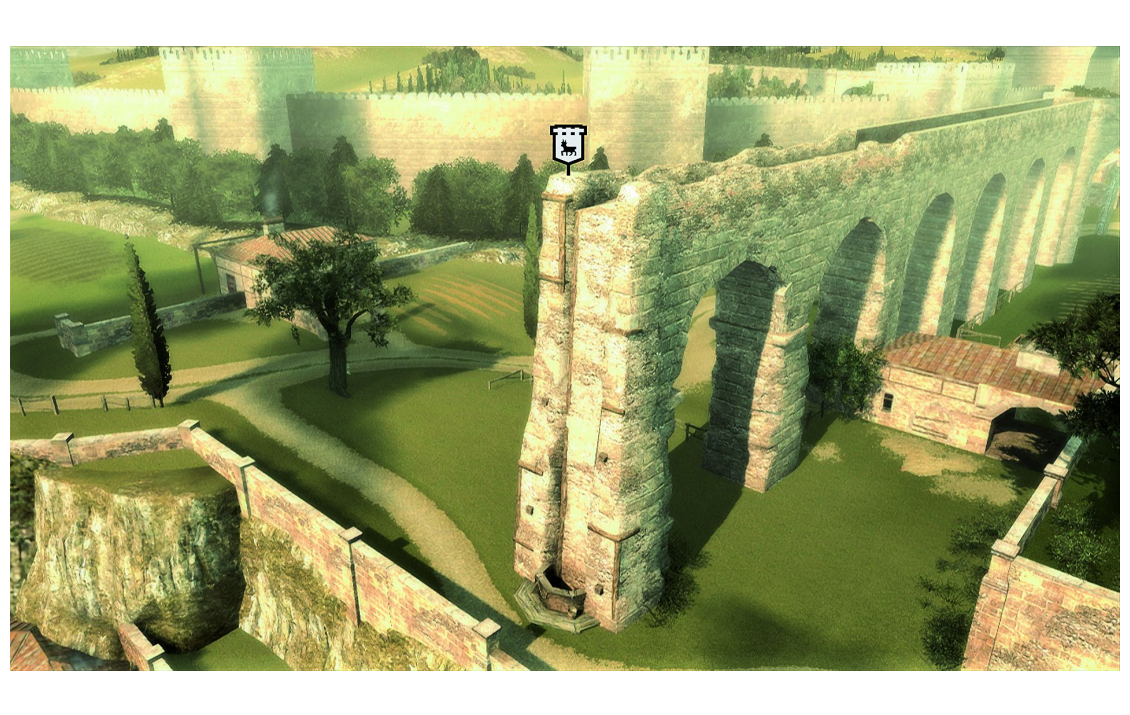


On a cross on top of a building west of the Pantheon entrance.

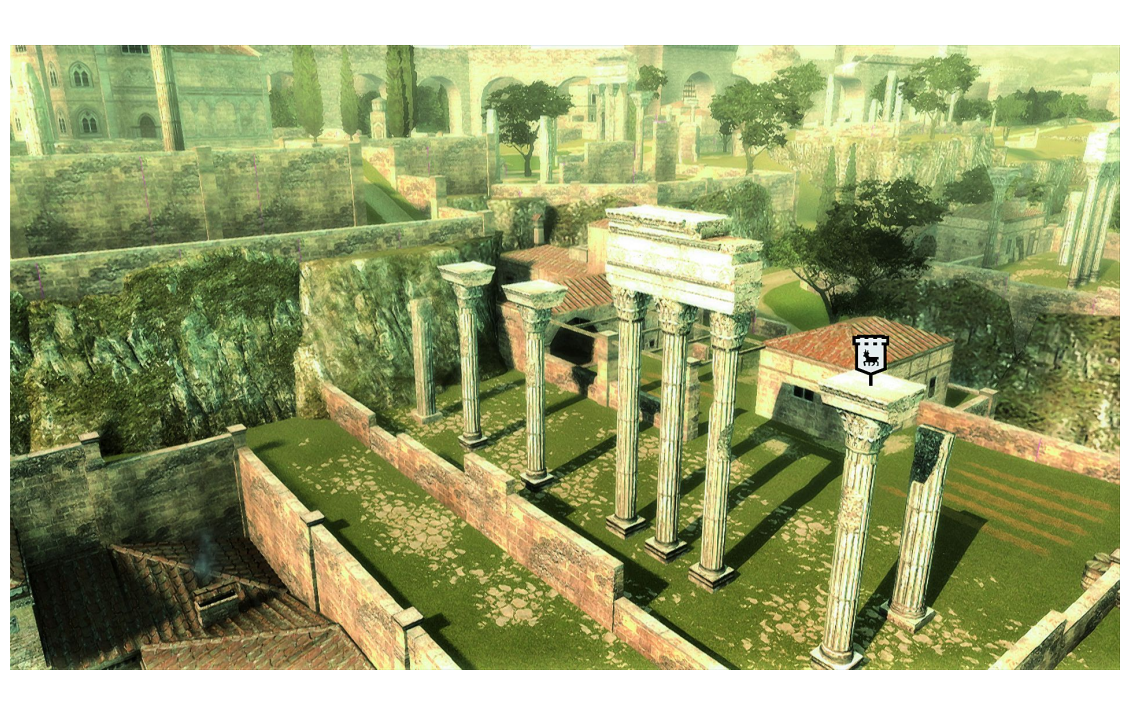
Campagna (North)



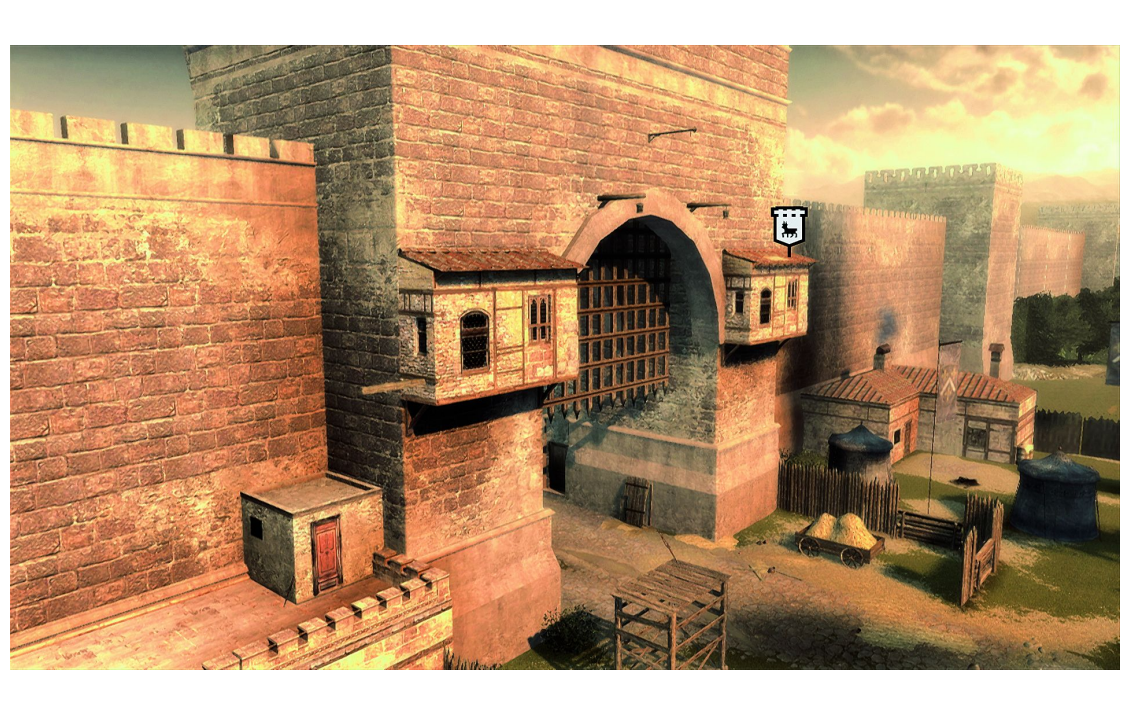
On the west face of the east wall; use the beam below to reach it.



On top of the aqueduct; climb the broken west edge.

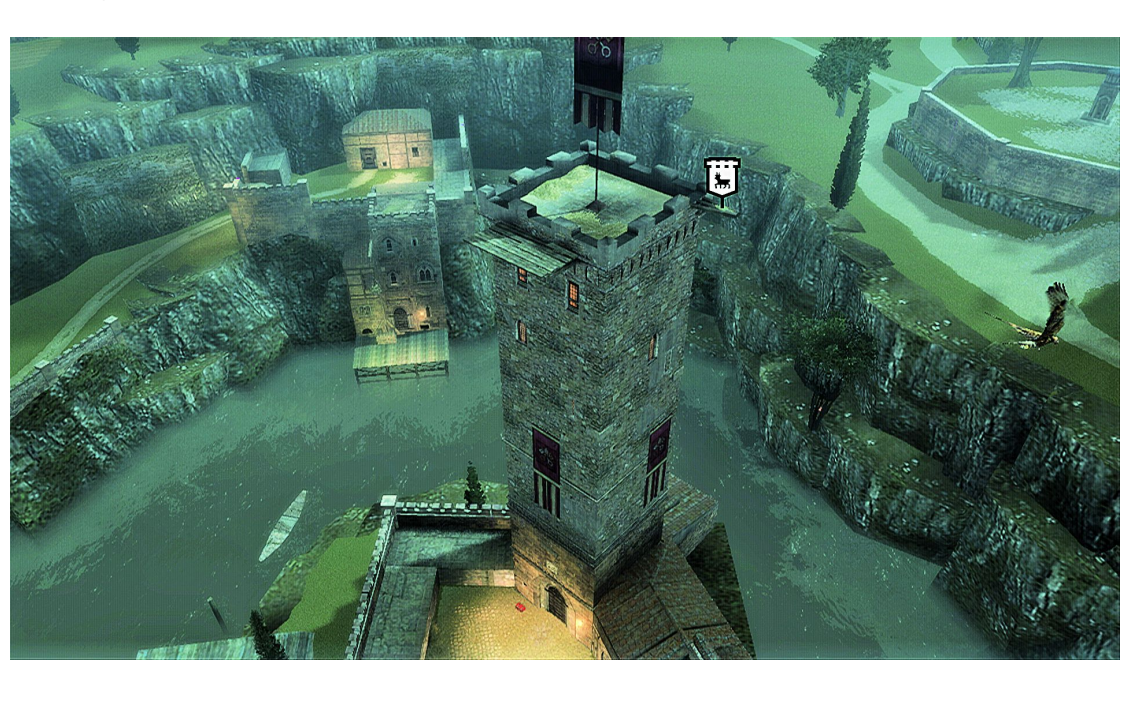


Head to the path further north, at the top of the cliff wall, then free run across the columns to reach this Borgia Flag.

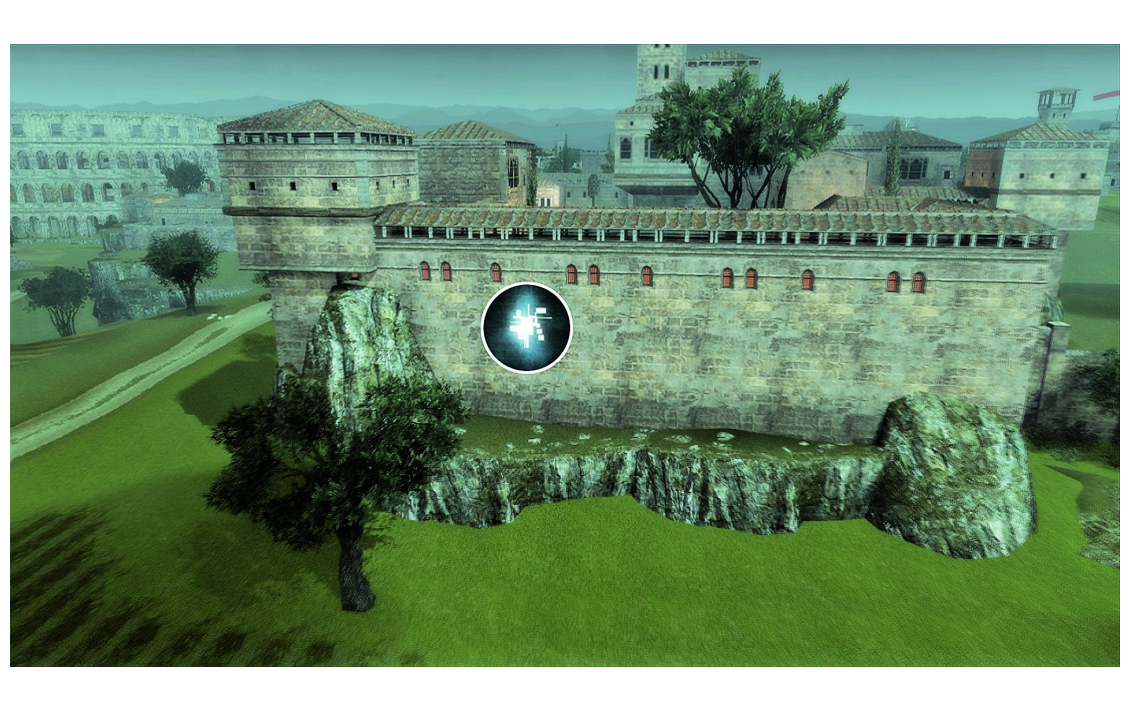


Climb up from the north side of the gate, using the Wall Eject Back move to reach the first wooden beam, then free run above the gate to reach it.

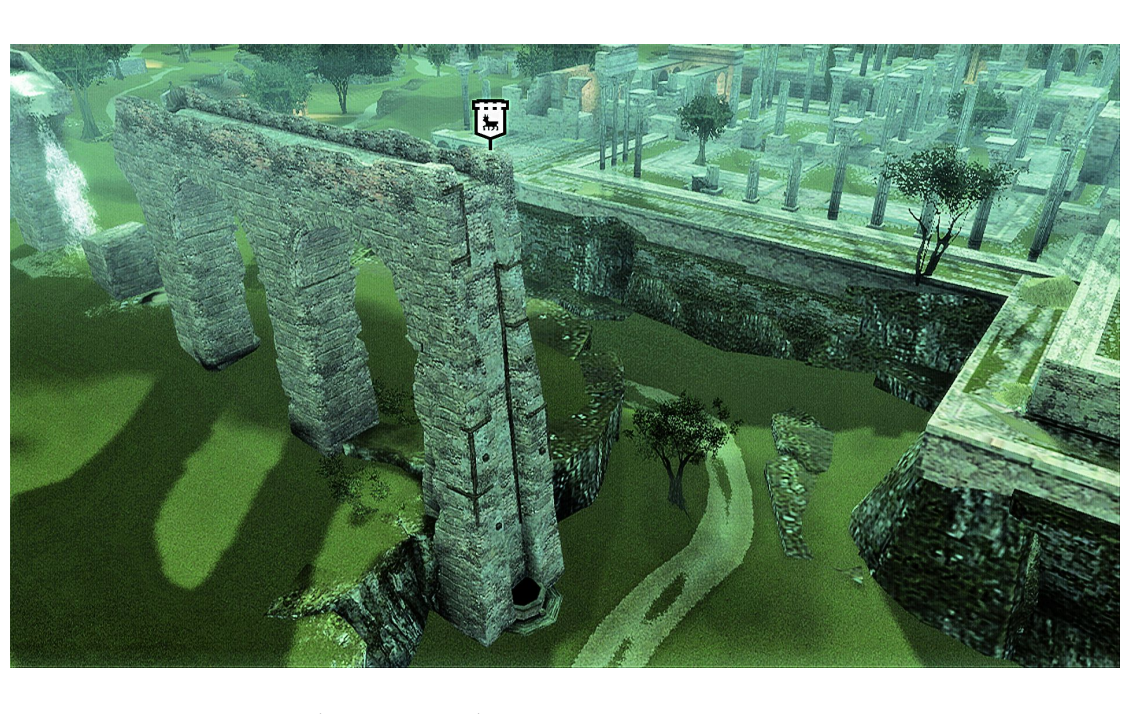
Campagna (South)



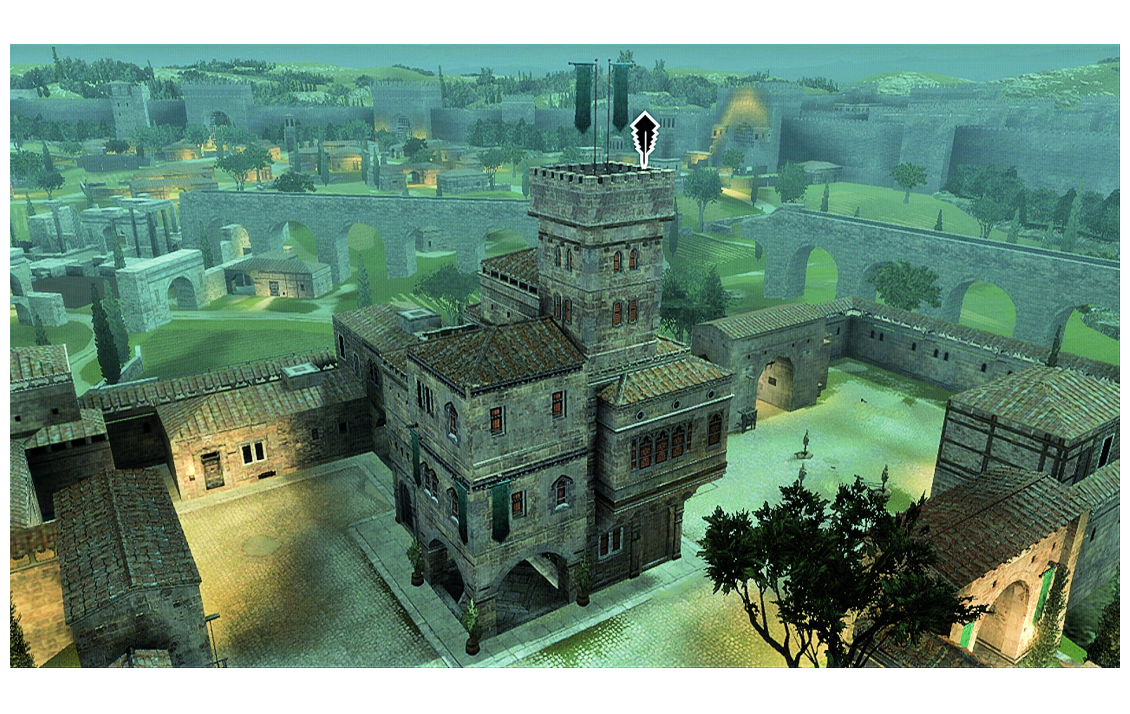
This Borgia Flag is collected automatically during the "Between a Rock and a Hard Place" memory.



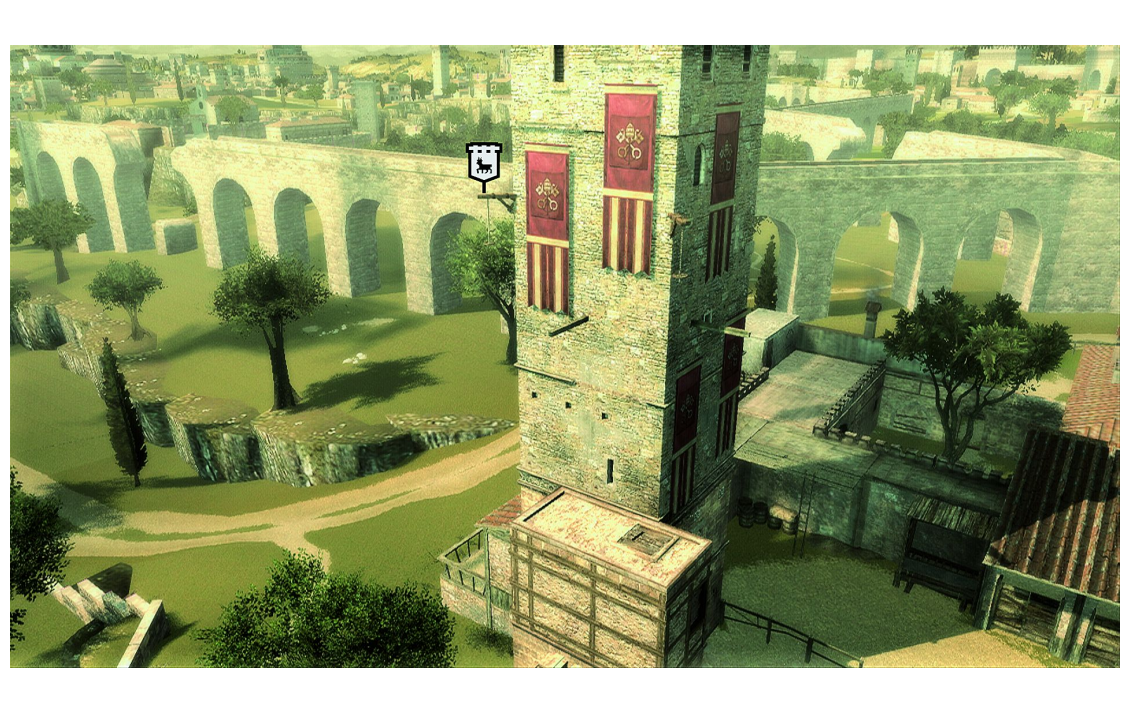
On the outside of the east wall of the Barracks compound; use Drop and Catch Back to reach it.



On top of the aqueduct. Jump to a (rather hard to see) ledge on the south face of the broken edge, then traverse to the west face to climb up.

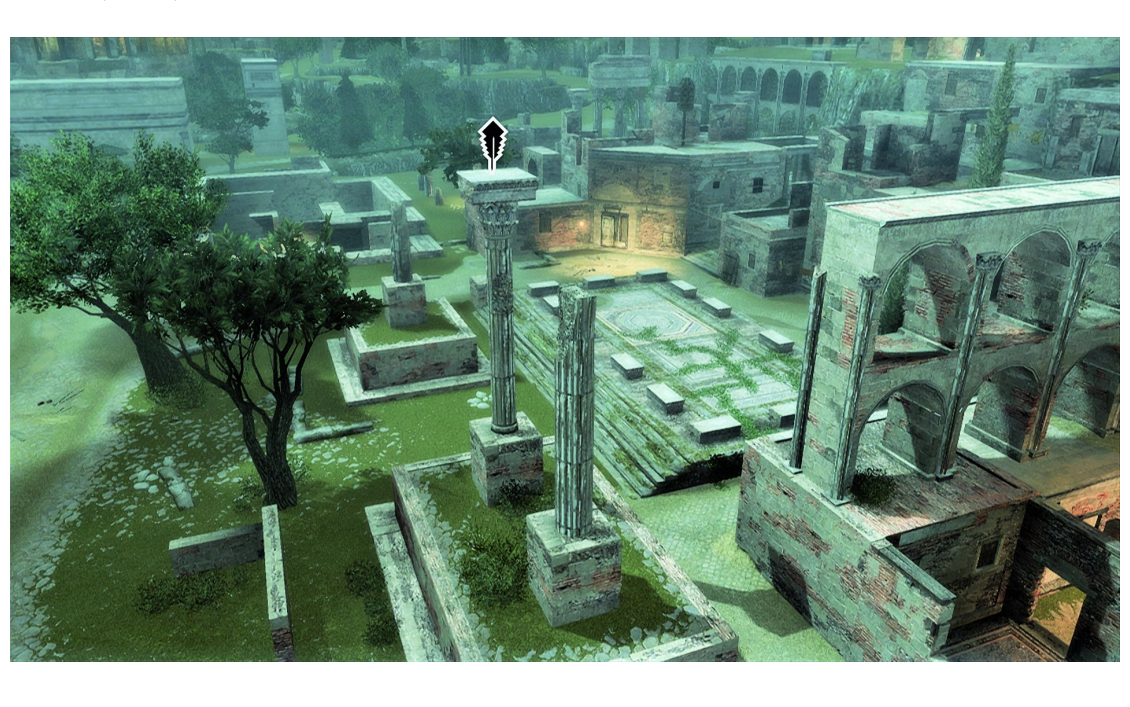


On top of the tower above the Barracks.

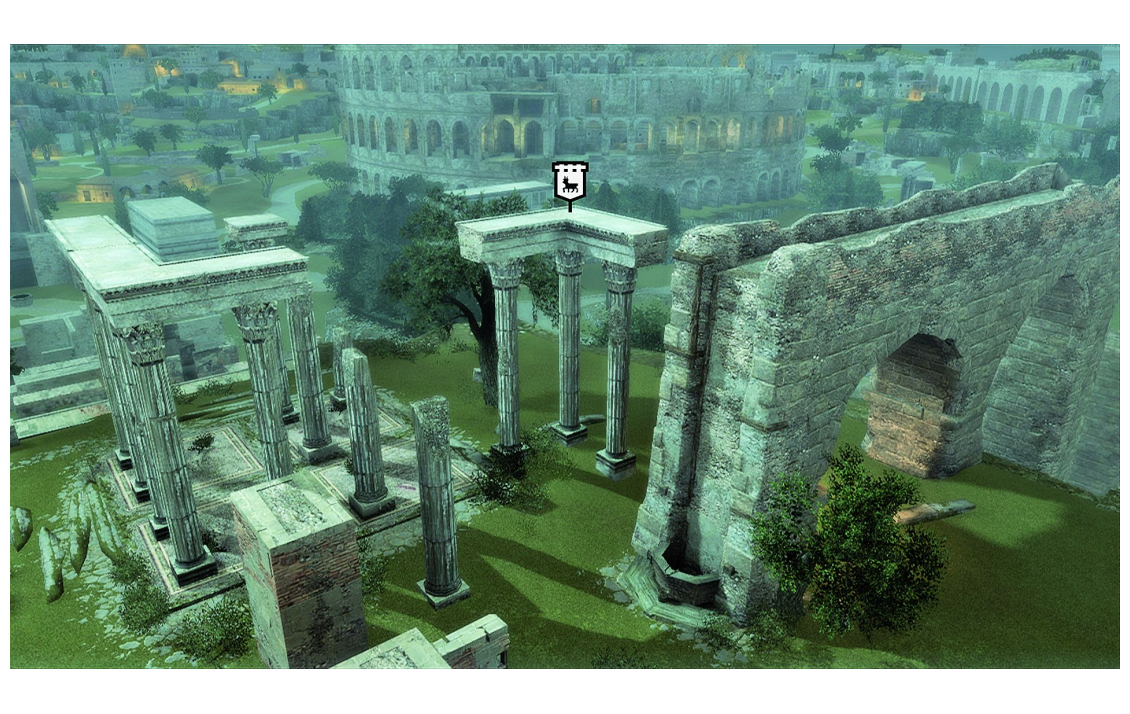


On the corner of the tower. Perform a Wall Eject Side from the beam on the south face to reach it.

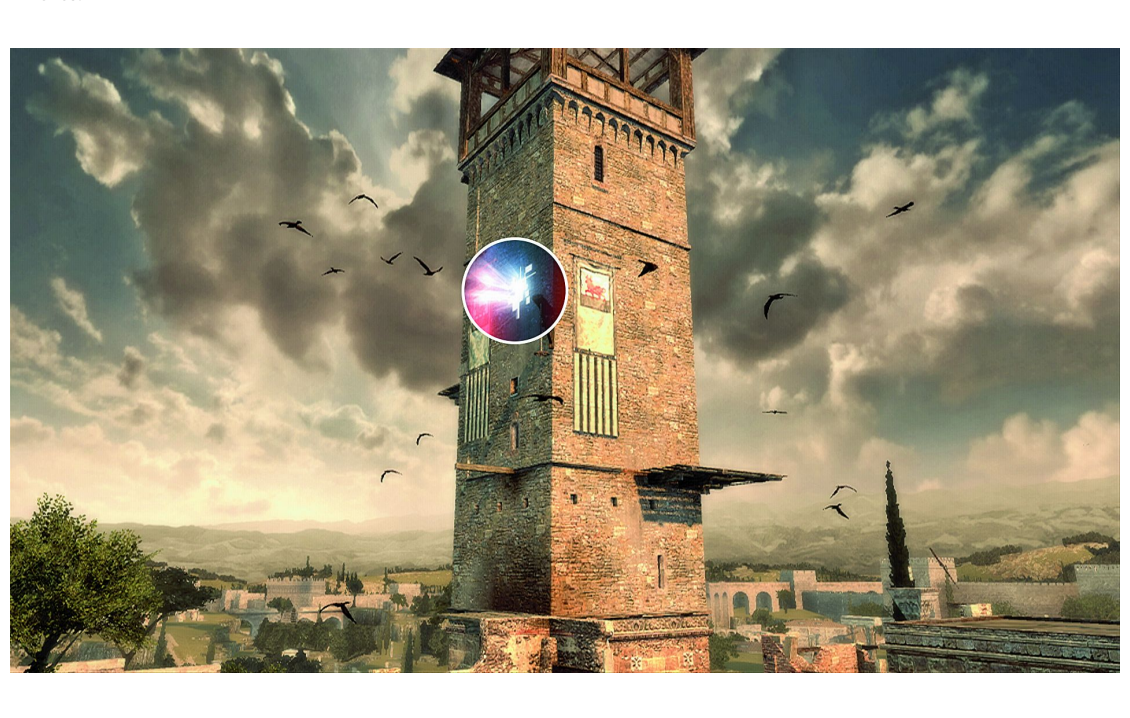
Antico (West)



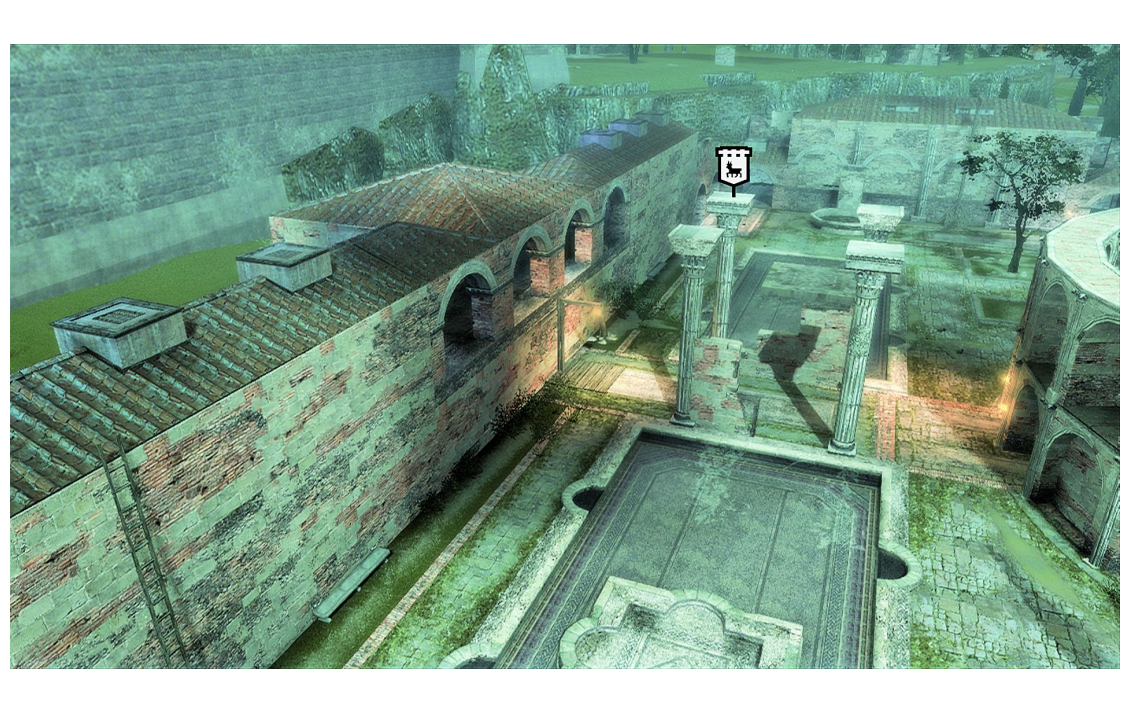
Align the jump to the broken column very carefully, and hold the Empty Hand Button to grab it.



Climb the nearby columns to reach this. Ezio will collect it automatically if you complete the Up to Speed mission for the Thieves.

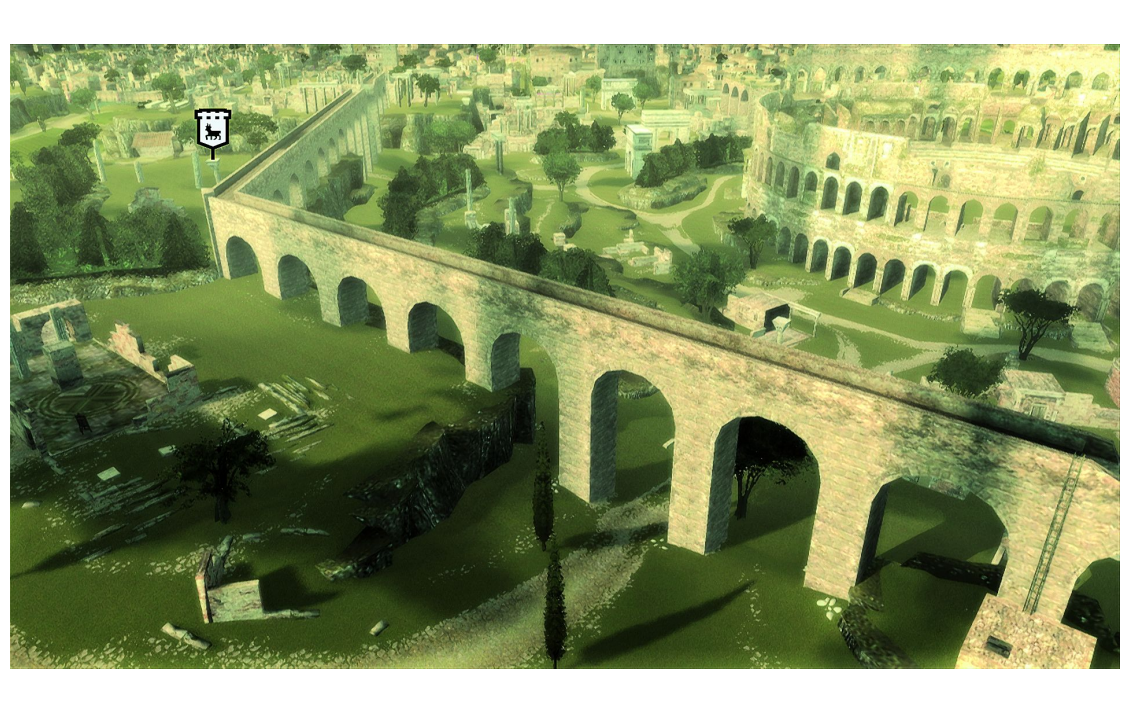


On the north face of the tower; drop from above and grab the ledge.



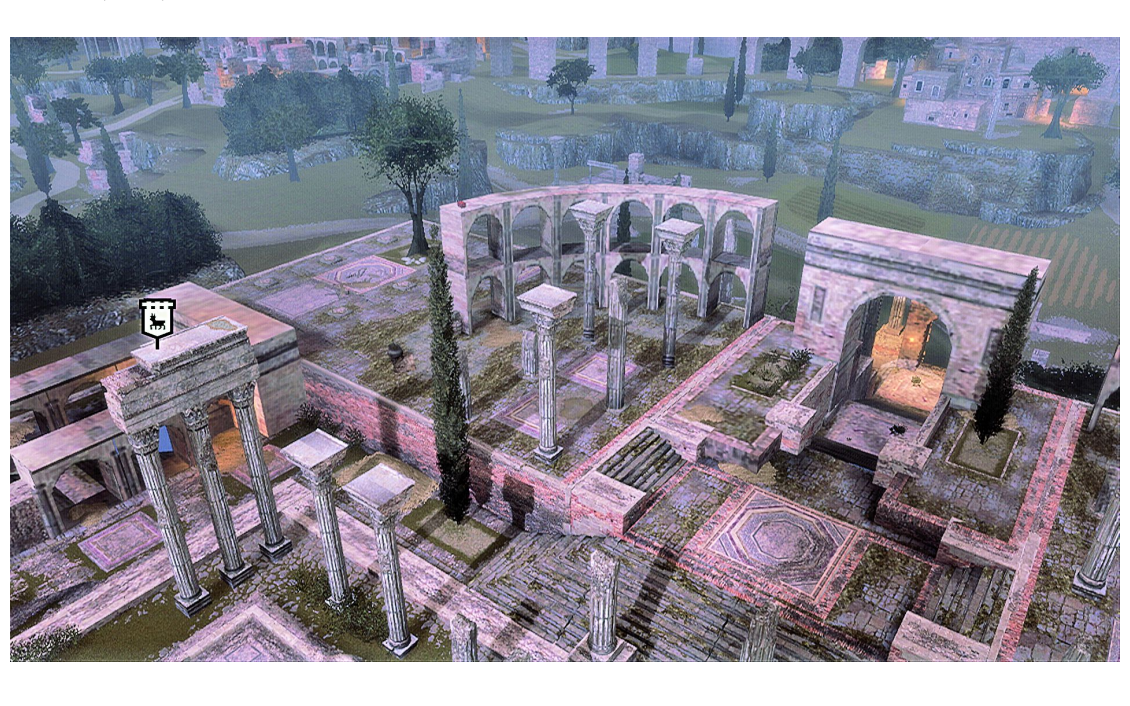
Use the ladder to the south to reach the nearby rooftop, then leap across to the column; hold the Empty Hand Button during the leap to catch the ledge.

Hold the Empty Hand Button to grab the column that the Borgia Flag is situated on after leaping from the higher platform.

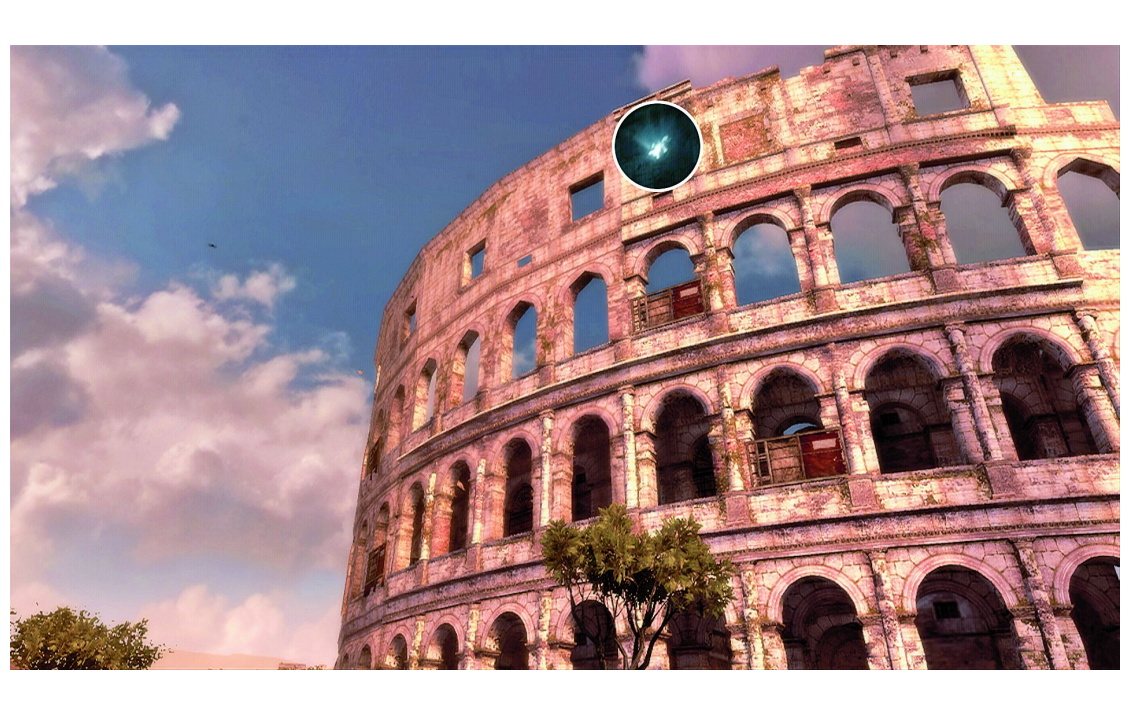


You can only reach this Borgia Flag by jumping from the nearby aqueduct. Follow the waterway to the east to find a ladder that enables Ezio to climb up. When you return to the collectible, line up the jump carefully and hold the Empty Hand Button to grab the co

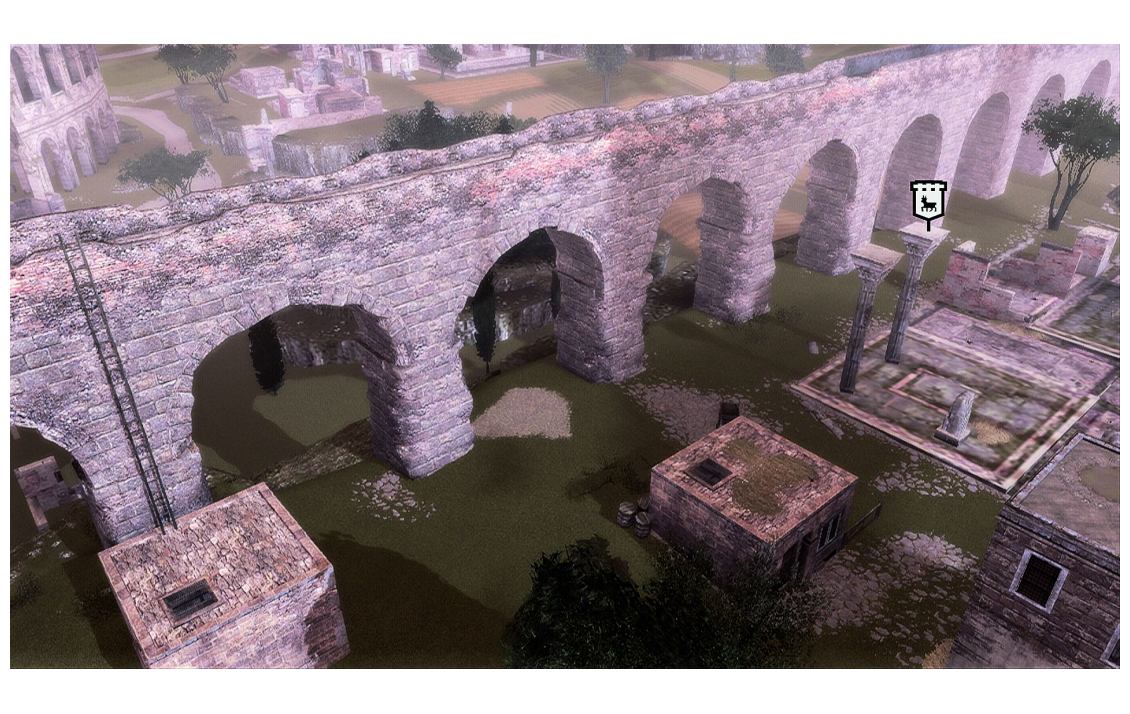
Antico (East)



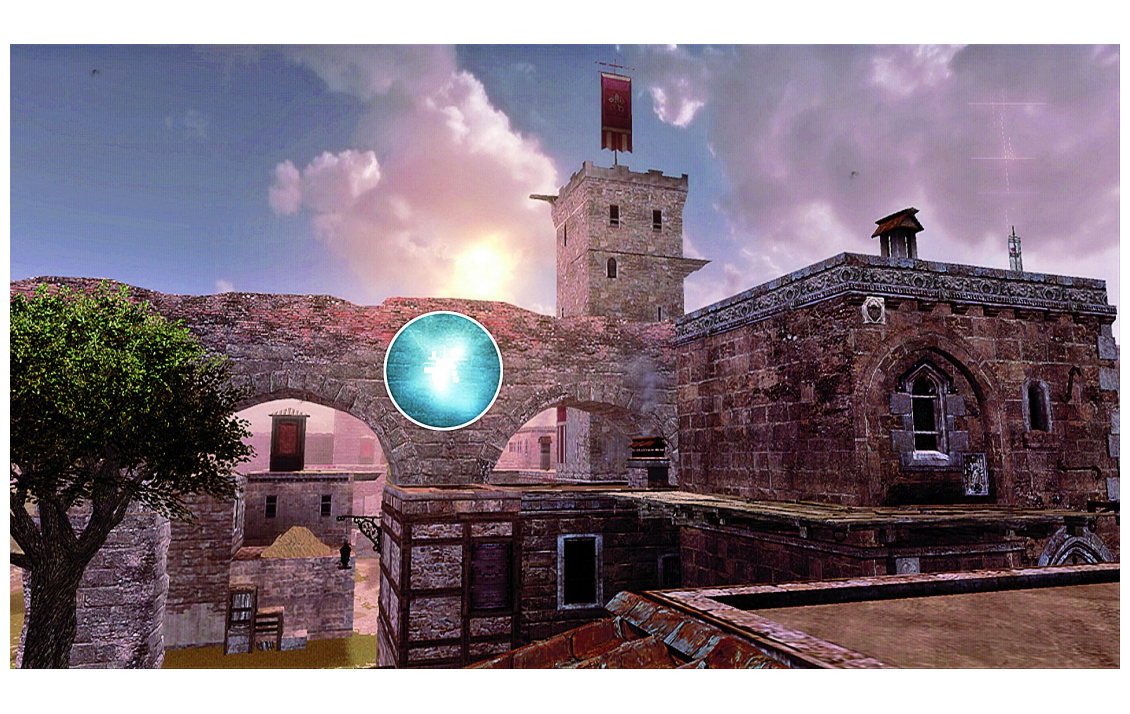
To collect this Borgia Flag, you must have purchased the Climb Leap Glove from Leonardo. Start by climbing the arch to the south, then follow the route on this annotated screenshot. For the jump from the upper area to a column below, note that you will need to hold the Empty Hand Button for Ezio to grab the edge. Take the time to align this leap carefully.



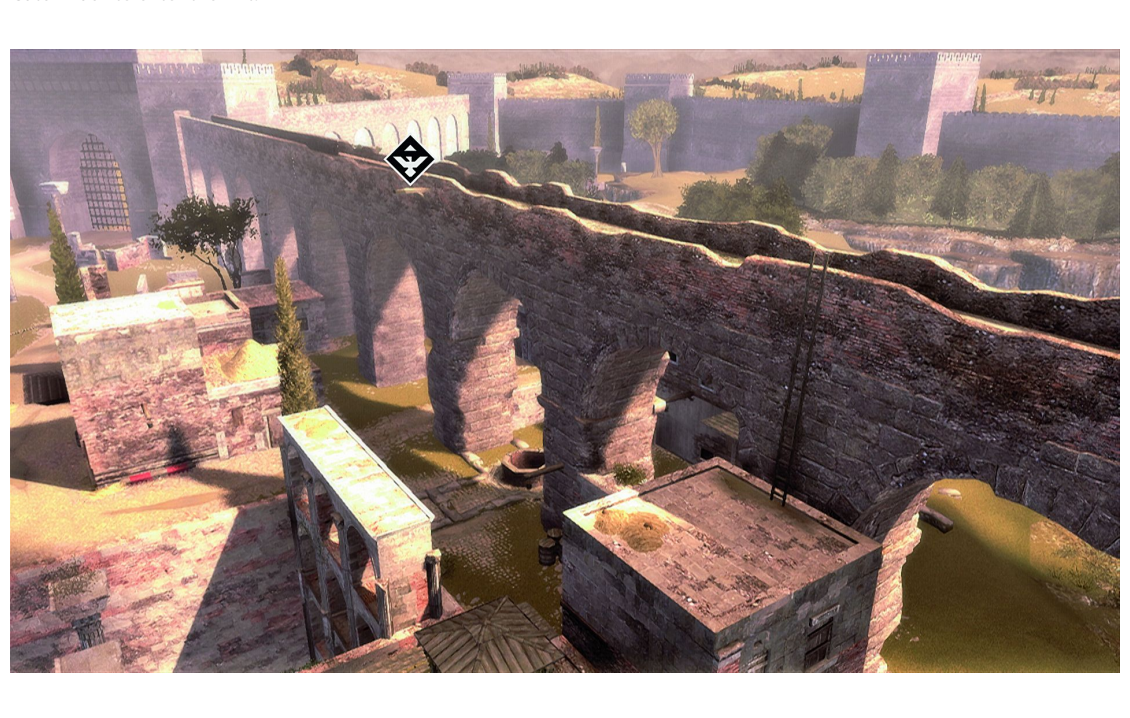
High on the northwest face of the Colosseum; use the Drop and Catch Back technique to reach this Rift. We suggest that you collect the Feather and Borgia Flag situated on the same outer wall of the Colosseum beforehand.



Repair the nearby broken aqueduct section, then use the ladder to the west to reach this Borgia Flag.

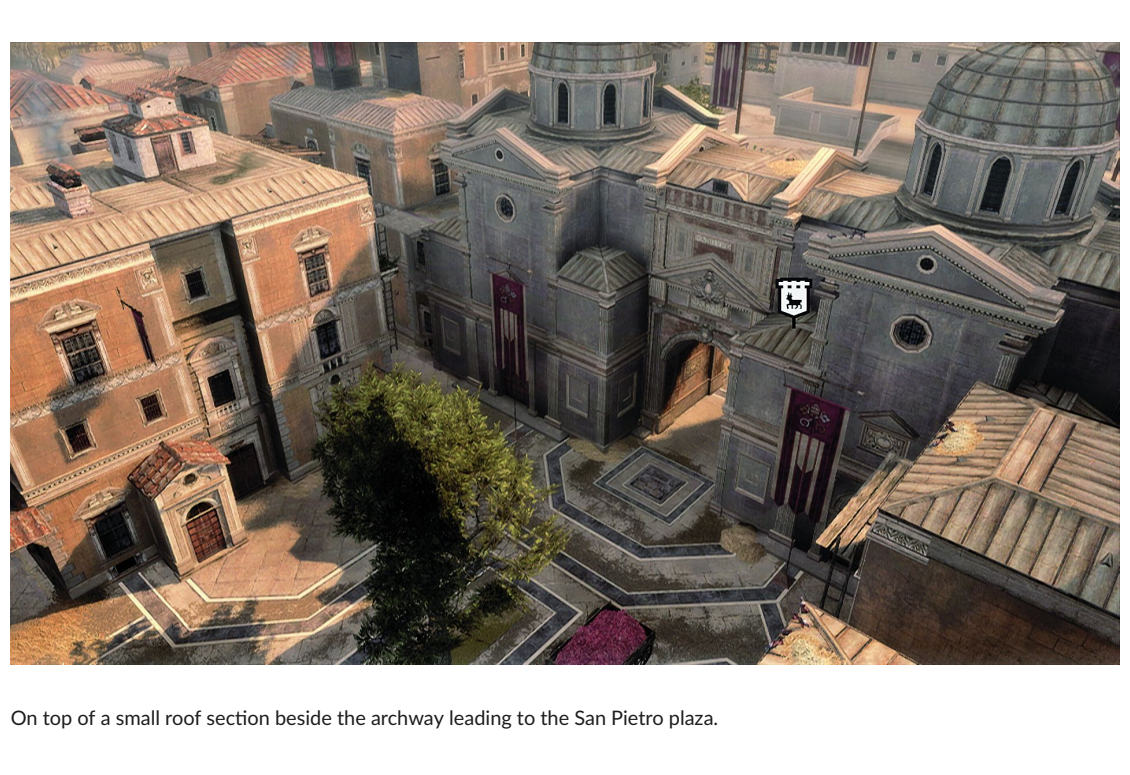


On the north face of the aqueduct. Climb and then jump from the nearby tower to reach the waterway, then use Drop and Catch Back to enter the Rift.

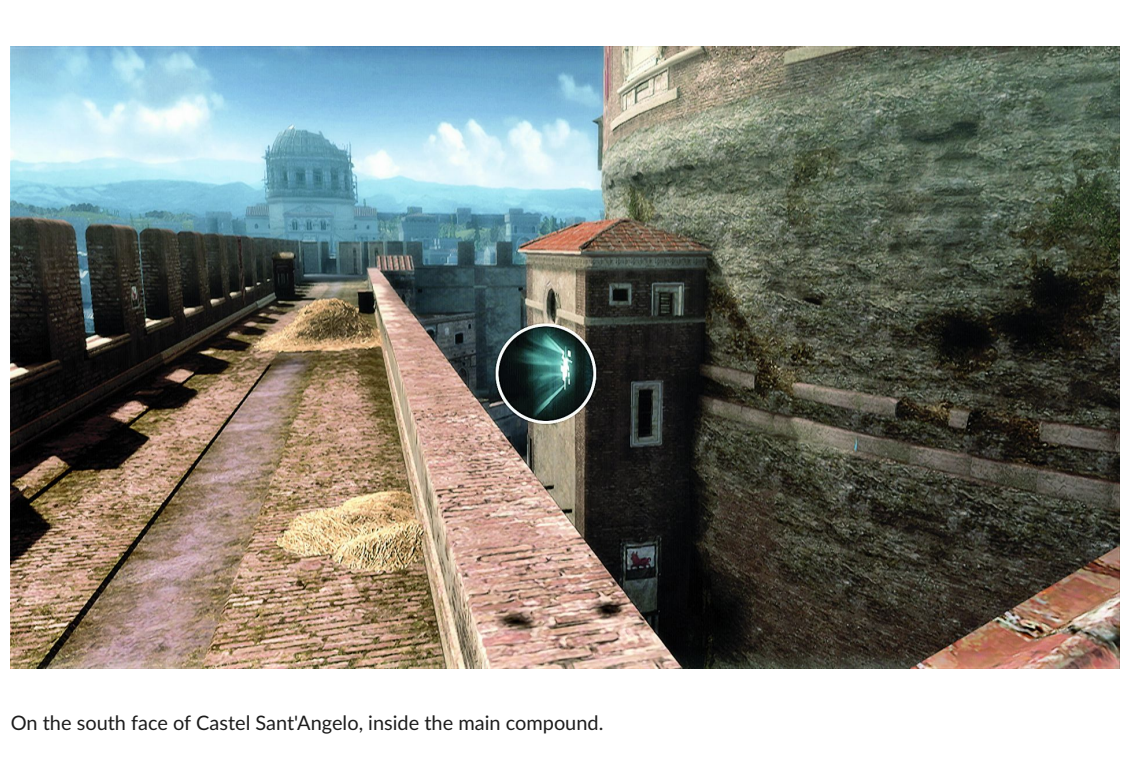


This Viewpoint cannot be Synchronized until you liberate the Borgia Tower further west in Sequence 07. Renovate the broken aqueduct section, and you can use a ladder on a nearby rooftop to climb up.

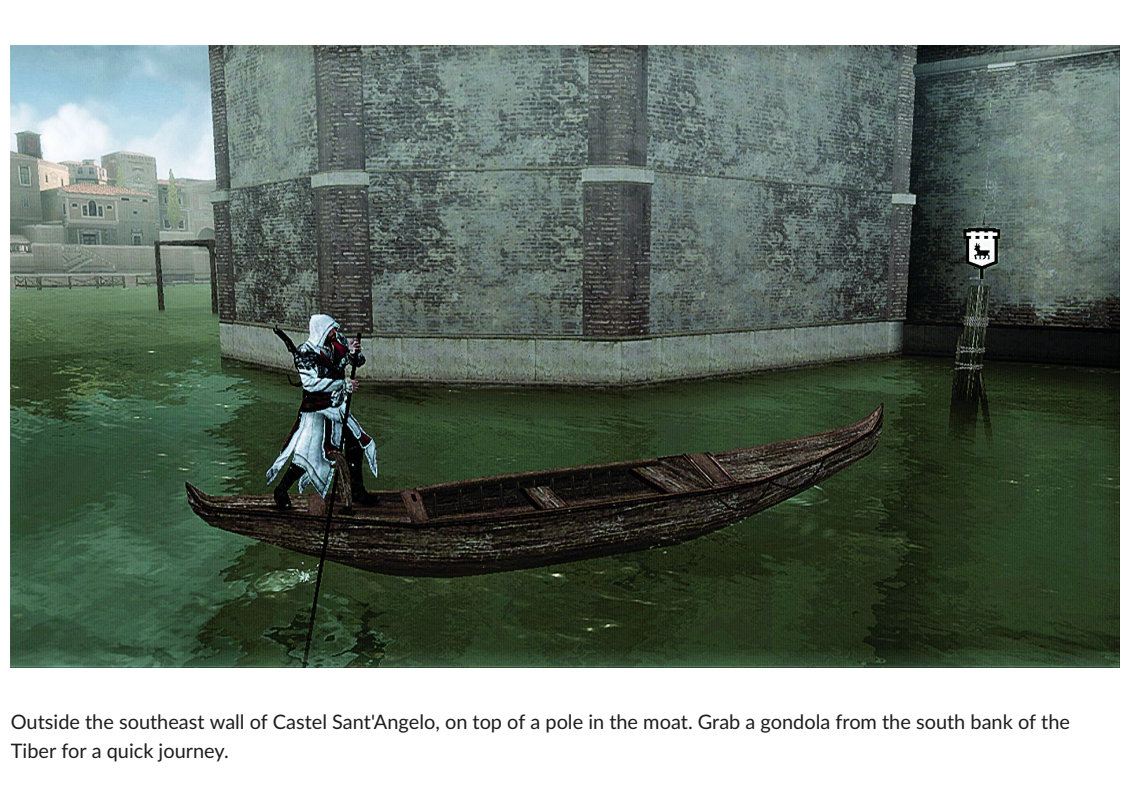
Vaticano District



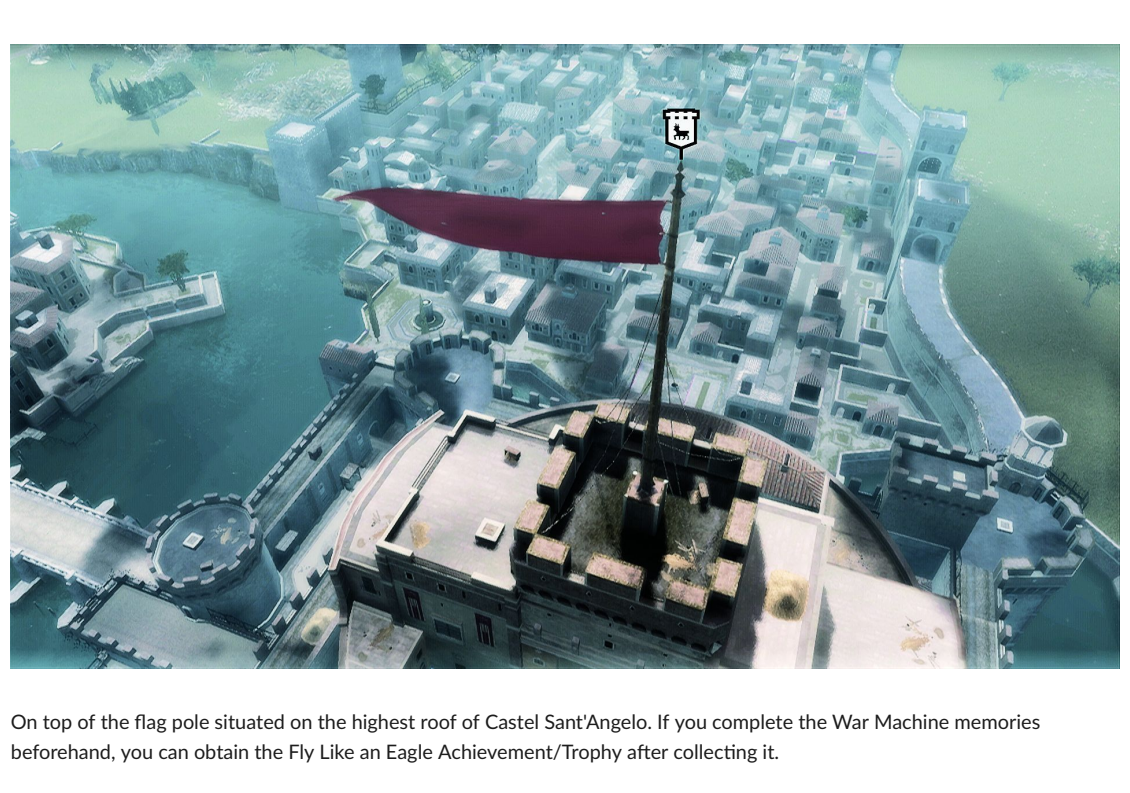
On top of a small roof section beside the archway leading to the San Pietro plaza.



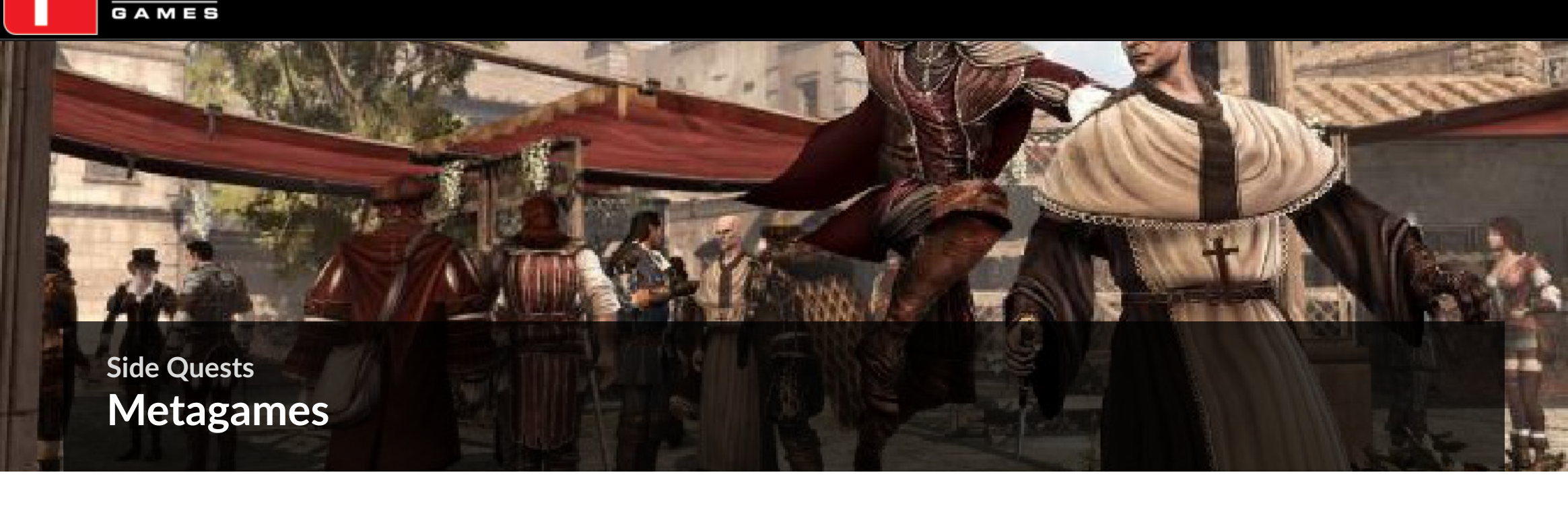
On the south face of Castel Sant'Angelo, inside the main compound.



Outside the southeast wall of Castel Sant'Angelo, on top of a pole in the moat. Grab a gondola from the south bank of the Tiber for a quick journey.



On top of the flag pole situated on the highest roof of Castel Sant'Angelo. If you complete the War Machine memories beforehand, you can obtain the Fly Like an Eagle Achievement/Trophy after collecting it.

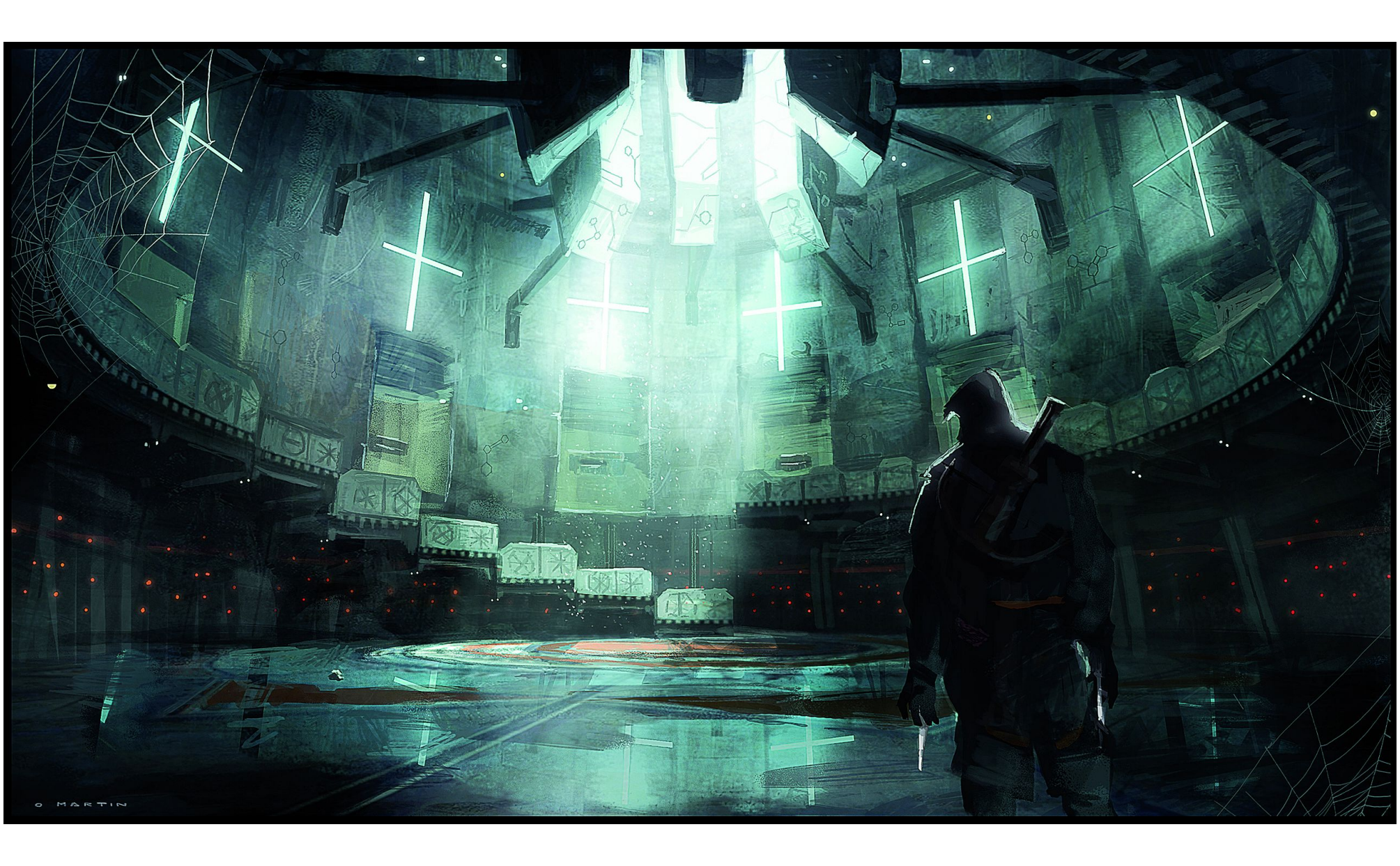


Side Quests

Metagames

Rebuilding Rome

As we introduce in the Walkthrough chapter, burning down each Borgia Tower enables Ezio to invest florins in opening or restoring Shops, amenities and landmarks in their general vicinity. In this section we take a closer look at the Rome rebuilding metagame and its underlying economic structure, and present an efficient path to 100% completion.



Though ostensibly very similar to the Monteriggioni restoration side quest in Assassin's Creed II, Assassin's Creed Brotherhood's equivalent challenge has a far grander scale. Employing an efficient upgrade strategy that offers the maximum return in profits for the lowest possible investment is therefore an essential step on the road to 100% completion. If you can dedicate time to restoring Rome's infrastructure at a few key points in the story, its thrice-hourly dividends can make Ezio a very rich man indeed.

Renovating Rome also offers other benefits. Opening Blacksmiths, Tailors, Doctors and Art Merchants can lead to notable discounts on expensive Shop purchases, while the final rewards for upgrading all possible sites (the Auditore Cape, which disables Notoriety growth while equipped, and an Achievement/Trophy for 100% completion) certainly warrant the effort.

Restoration Strategy

At full price, the total cost of all Rome upgrades is approximately 577,125 florins. With a 25% discount applied after a story development in Sequence 06, this drops to a more manageable (but still considerable) 432,750 florins outlay. To put these sums into context, Ezio's cumulative income from all main story memories and side quests is in the region of 140,000 florins, while the peak dividend from Rome is around 20,850 florins per 20-minute period (with a maximum Vault Capacity of 80,000 florins). It should therefore be abundantly clear that making Rome pay for itself is an important strategy.

Here is our suggested procedure for an optimum path to 100% restoration:

1. After opening the three Guilds in Sequence 03, visit the Barracks to partake in the organized fights that are held in its basement. With a little practice, you can earn over 650 florins per minute by placing the maximum possible wager before each bout. We would suggest that dedicated players take the time to amass approximately 20,000 florins here to create a "seed fund" for Rome upgrades. If the fights don't work for you, focus on completing side quests to raise florins instead.

2. Following the Human Cargo memory in Sequence 04, Ezio gains the ability to send his Assassin recruits on special assignments. At this stage, clear all seven available Borgia Towers and recruit Assassins to make use of this feature to generate income. Though the sums may seem small, the cumulative total over an hour of play can be significant. See the "Assassins Guild" section overleaf for further details. After liberating each Borgia Zone, invest florins in all Shops (including Banks), Horse Stables and Tunnel Entrances unlocked in its vicinity before you move on to the next Tower.

3. The start of Sequence 06 is notable for two reasons: Campagna is fully unlocked, and Ezio receives a blanket 25% discount on all renovations. Liberate the two new Borgia Towers straight away. You should now – finances permitting – unlock all possible renovations with the exception of the phenomenally expensive Landmarks. These make the lowest contribution to the Rome metagame dividends, and so should be left until last.

4. The sealed areas of the Antico district are unlocked at the start of Sequence 07, so liberate the remaining Borgia Tower as a priority. You should now attend to all remaining renovations. With Rome dividends approaching maximum and a full complement of 12 Assassins working on Contracts, you will soon raise sufficient funds to complete all Landmarks.

Reference Tables

These two tables reveal all the structures that you must renovate in order to restore Rome to its full glory, along with the cost of each investment and its contribution to the income received by Ezio every 20 minutes.

Shop Restorations

Shop	Renovation	Initial Cost (f)	Discounted Cost (f)	Income Bonus (f)	Notes
Blacksmiths	#1	-	-	+10	-
	#2	800	600	+275	
	#3	900	675	+275	
	#4	1,000	750	+275	
	#5	1,125	844	+275	5% discount
	#6	1,260	945	+275	
	#7	1,400	1,050	+275	
	#8	1,575	1,181	+275	
	#9	1,775	1,331	+275	
	#10	1,990	1,493	+275	10% discount
	#11	2,215	1,661	+275	
	#12	2,500	1,875	+275	
	#13	2,500	1,875	+275	
	#14	2,500	1,875	+275	
	#15	2,500	1,875	+275	
	#16	2,500	1,875	+275	15% discount
	#17	2,500	1,875	+275	
	Sub-totals	29,040	21,780	+4,410	
Doctors	#1	-	-	+4	-
	#2	-	-	+3	
	#3	-	-	+3	
	#4	650	488	+250	5% discount
	#5	730	548	+250	
	#6	815	612	+250	
	#7	915	686	+250	
	#8	1,025	769	+250	10% discount
	#9	1,150	863	+250	
	#10	1,280	960	+250	
	#11	1,440	1,080	+250	
	#12	1,610	1,208	+250	
	#13	1,800	1,350	+250	
	#14	2,025	1,519	+250	15% discount
	#15	2,260	1,695	+250	
	Sub-totals	15,700	11,775	+3,010	
Tailors	#1	-	-	+10	-
	#2	800	600	+250	
	#3	880	660	+250	
	#4	975	731	+250	5% discount
	#5	1,080	810	+250	
	#6	1,195	896	+250	
	#7	1,320	990	+250	
	#8	1,460	1,095	+250	10% discount
	#9	1,610	1,208	+250	
	#10	1,780	1,335	+250	
	#11	1,970	1,478	+250	15% discount
	#12	2,170	1,628	+250	
	Sub-totals	15,240	11,430	+2,760	
Art Merchants	#1	-	-	+10	-
	#2	900	675	+275	
	#3	1,010	758	+275	5% discount
	#4	1,130	848	+275	
	#5	1,265	949	+275	
	#6	1,415	1,061	+275	
	#7	1,585	1,189	+275	10% discount
	#8	1,775	1,331	+275	
	#9	1,990	1,492	+275	
	#10	2,230	1,673	+275	15% discount
	Sub-totals	13,300	9,975	+2,485	
Banks	#1	-	-	+10	Vault: 5,000
	#2	900	675	+300	Vault: 7,500
	#3	1,050	788	+300	Vault: 12,500
	#4	1,230	923	+300	Vault: 20,000
	#5	1,440	1,080	+300	Vault: 30,000
	#6	1,690	1,268	+300	Vault: 40,000
	#7	1,975	1,481	+300	Vault: 50,000
	#8	2,310	1,733	+300	Vault: 60,000
	#9	2,700	2,025	+300	Vault: 70,000
	#10	3,160	2,370	+300	Vault: 80,000
	Sub-totals	16,455	12,341	+2,710	

Amenity and Building Restorations

Type	Renovation	Initial Cost (f)	Discounted Cost (f)	Income Bonus (f)
Tunnel Entrances	#1	-	-	+2
	#2	-	-	+2
	#3	-	-	+3
	#4	-	-	+3
	#5	350	263	+120
	#6	400	300	+120
	#7	465	349	+120
	#8	530	398	+120
	#9	615	461	+120
	#10	705	529	+120
	#11	810	607	+120
	#12	930	698	+120
	#13	1,070	803	+120
	#14	1,230	923	+120
	#15	1,230	923	+120
	#16	1,230	923	+120
	#17	1,230	923	+120
	#18	1,230	923	+120
	Sub-totals	12,025	9,018	+1,690
Horse Stables	#1	-	-	+10
	#2	700	525	+150
	#3	780	585	+150
	#4	880	660	+150
	#5	990	743	+150
	#6	1,100	825	+150
	#7	1,235	926	+150
	#8	1,380	1,035	+150
	#9	1,550	1,163	+150
	Sub-totals	8,615	6,461	+1,210
Aqueducts	#1	3,500	2,625	+110
	#2	3,500	2,625	+110
	#3	3,500	2,625	+110
	#4	3,500	2,625	+110
	#5	3,500	2,625	+110
	#6	3,500	2,625	+110
	#7	3,500	2,625	+110
	#8	3,500	2,625	+110
	Sub-totals	28,000	21,000	+880
Guild HQs	Courtesans	2,500	-	+70
	Thieves	-	-	+60
	Mercenaries	-	-	+60
	Sub-totals	2,500	-	+190
Guild Buildings	#1	1,200	900	+60
	#2	1,200	900	+60
	#3	1,200	900	+60
	#4	1,200	900	+60
	#5	1,200	900	+60
	#6	1,200	900	+60
	#7	1,200	900	+60
	#8	1,200	900	+60
	#9	1,200	900	+60
	Sub-totals	10,800	8,100	+540
Landmarks	Basilica di Massenzio	29,000	21,750	+70
	Colosseo	46,200	34,650	+100
	Mausoleo di Augusto	28,350	21,263	+60
	Pantheon	49,750	37,313	+110
	Campidoglio	38,100	28,575	+105
	Mercati di Traiano	30,300	22,725	+85
	Piramide Cestia	28,400	21,300	+60
	Arco di Tito	27,000	20,250	+50
	Colle Palatino	28,700	21,525	+60
	Terme di Traiano	30,200	22,650	+70
	Terme di Caracalla	35,000	26,250	+75
	Thermae Diocletiani	29,750	22,313	+70
	Arco di Costantino	27,200	20,400	+50
	Sub-totals	427,950	320,963	+965

Assassins Guild: Training Strategy

With relatively little effort, completing Assassins Guild contracts can help bankroll the restoration of Rome and make recruits much more effective when called into combat. For those seeking to achieve 100% game completion in a timely fashion, exploiting this metagame from an early stage in the main story is a very smart move.

We cover the essential basics of the Assassins Guild metagame in the Walkthrough chapter, so we'll jump straight into a step-by-step guide to training recruits and securing high levels of income from Sequence 04 onwards.

Step 1: Train Two Primary Recruits

The ability to send Assassins out on assignments is introduced after the Human Cargo memory during Sequence 04. You have one top priority at this stage: to develop your first two recruits to the maximum Assassino rank by following the training schedule defined in Table 1.

Table 1: Assassin Ranks & Training Schedule

Level	Rank	XP Required	Training Schedule
1	Recluta	0	Send both recruits on individual contracts. ◆
2	Servitore	10	Send both recruits on cooperative contracts. ◆◆
3	Assistente	30	Send both recruits on individual contracts. ◆◆
4	Milite	80	Send both recruits on cooperative unique contracts. ✱✱✱
5	Discepolo	180	Send both recruits on individual unique contracts. ✱✱✱
6	Mercenario	350	Send both recruits on individual unique contracts ✱✱✱ (or contracts with a third Assassin). ◆◆◆◆
7	Guerriero	600	Send both recruits on cooperative contracts; add a third Assassin if required. ◆◆◆◆
8	Veterano	1,200	Send both recruits on cooperative unique contracts. ✱✱✱✱
9	Maestro	2,000	Send both recruits on individual contracts ◆◆◆◆ (or unique contracts with assistance). ✱✱✱✱
10	Assassino	3,500	Maximum rank: no further XP gain possible.

Step 2: Enlist More Recruits

As you level up your first two recruits, leave main story memories aside and take the time to liberate all available Borgia Towers. Table 2 reveals which Borgia Leaders can be confronted at this stage in the main storyline.

Table 2: Borgia Leaders (Sequence 04)

Name	Location
Pietro da Siena	Northwest Centro district, south of the Ponte Sant'Angelo
Domenico da Padova	Santi Apostoli, Centro district
Belardino da Verona	Southwest Centro district
Valentino da Siena	Southeast Centro district, close to the river
Francesco da Velletri	Close to the Campagna/Centro district border
Prospero da Siena	Antico district, southeast of Ezio's Hideout
Tommaso di Viterbo	Southwest Antico district

After you clear each Borgia Tower, secure the services of a new recruit immediately. Visit a Pigeon Coop or Assassin Tower (a cleared Borgia Tower) to assign new contracts before you tackle the next Borgia Leader.

Keep focusing on XP growth for your two original Assassins, following the "Training Schedule" suggestions in Table 1 to pick missions suitable for their ability level. Your new recruits, on the other hand, should be assigned to quick and easy or contracts that can be completed by a single Assassin. Send them on these assignments as regularly as you can.

Step 3: Use Your Two Original Recruits as "Trainers"

Once you have cleared all seven Borgia Towers available in Sequence 04 you should continue with main story memories, stopping off at Assassin Towers and Pigeon Coops to send Assassins out on new contracts whenever possible. When your first two Assassins reach the maximum XP total in the Maestro level, they do not automatically attain the Assassino rank. Instead, you must return to Ezio's Hideout to witness an initiation ceremony.

With your two original recruits elevated to Assassinos, you can use them as "trainers" to vastly accelerate the development of all other novices: If you send a single Recluto on a ◆◆◆◆◆ contract (or a suitable "unique" contract – see box-out) with your two Assassinos, he or she can gain several levels at once, even with XP divided between all participants.

Step 4: Maximize Your Income

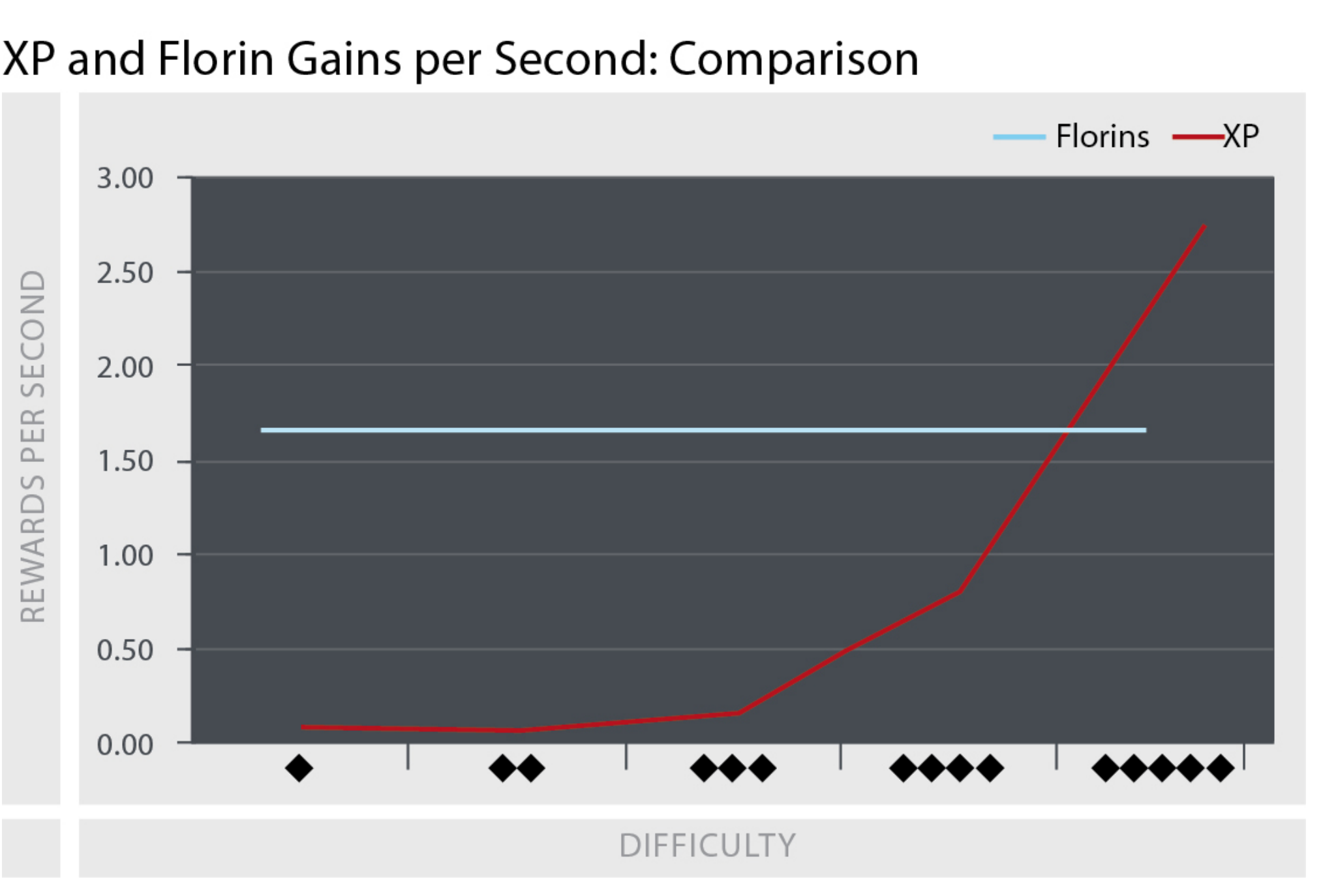
Study Table 3 and the associated diagram. As you can see, higher difficulty missions offer excellent XP returns, but no improvement in payment. The secret to earning greater sums of florins is to assign all Assassins (with the exception of your two "trainers") to easy contracts that they can successfully complete without assistance – ideally those with the longest Synch Duration.

If you continue to use the majority of your recruits to finish quick ◆ and ◆◆ assignments, focusing on training one individual to Assassino rank at a time, you can accumulate florins with very little effort. The two Borgia Towers in Campagna are unlocked at the start of Sequence 06, with the final Tower in the Antico district following at the start of Sequence 07. If you liberate these immediately, you can have a full complement of Assassins generating huge amounts of florins while you complete all remaining memories.

Table 3: Generic Contract Details

Contract	Duration in seconds (min-max)	Average XP per second	Average Florins per second
◆	180-600	0.07	1.67
◆◆	240-720	0.08	1.67
◆◆◆	300-900	0.18	1.67
◆◆◆◆	360-1,080	0.83	1.67
◆◆◆◆◆	420-2,000	2.57	1.67

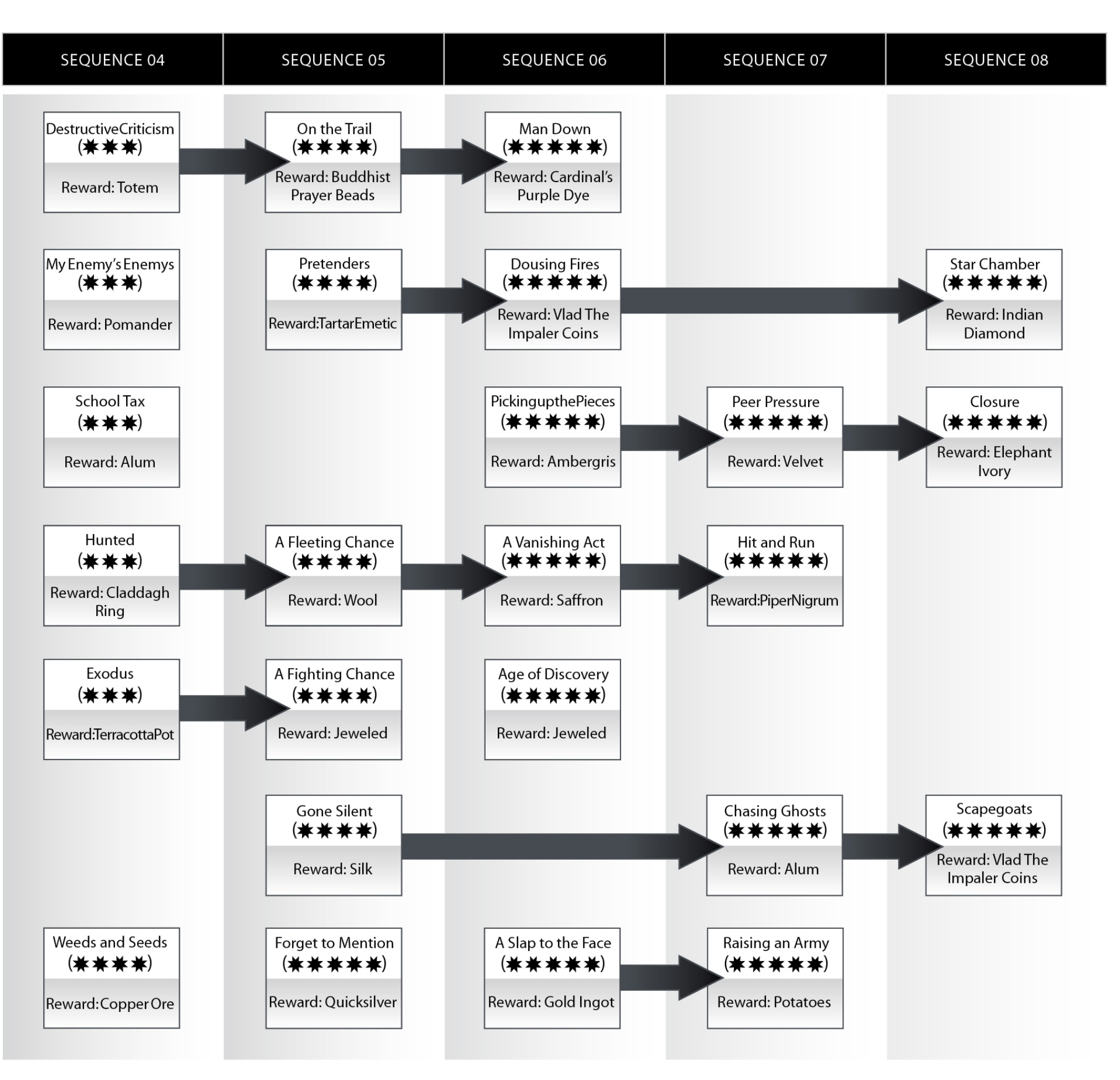
XP and Florin Gains per Second: Comparison

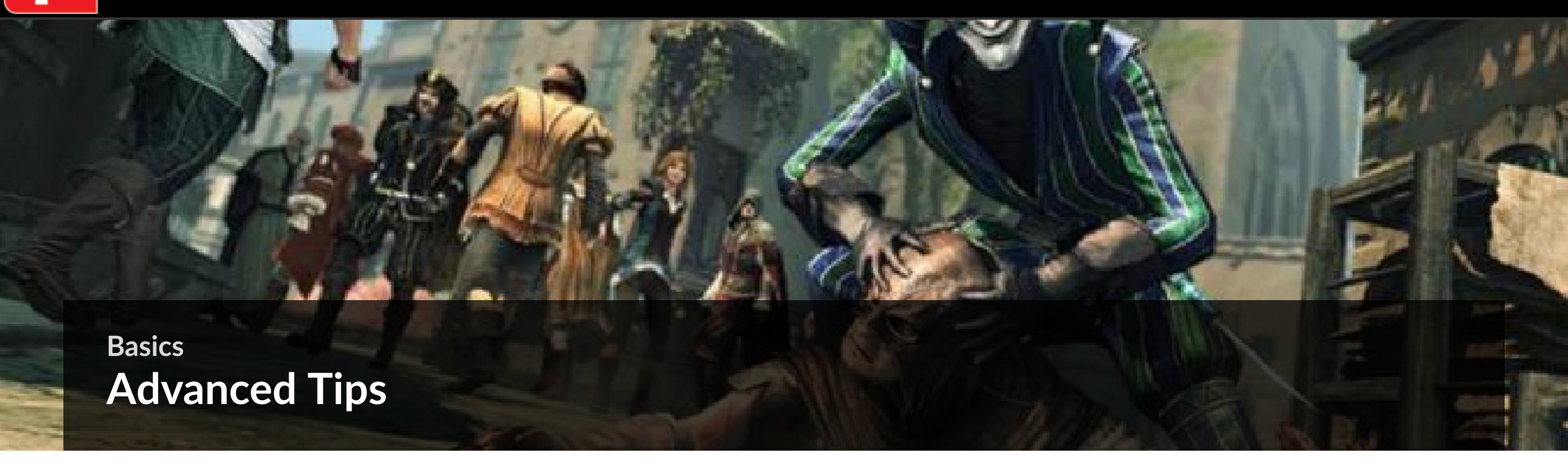


Unique Contracts

From Sequence 04 until Sequence 08 you will encounter a growing selection of "unique" contracts in the list of potential commissions. These can be identified by their star ratings (✱ to ✱✱✱✱✱ – distinct from the diamonds used for generic assignments), and offer increased financial rewards and XP gains, as well as sometimes Trade Items. However, they are also much more difficult, and usually take longer to complete. The high-level unique contracts are extremely useful for training novices rapidly (with Assassinos to accompany them, of course), and make fairly significant contributions to Ezio's purse.

The following diagram reveals in which Sequence each unique contract becomes available, with arrows representing how earlier missions must be completed to unlock later commissions.

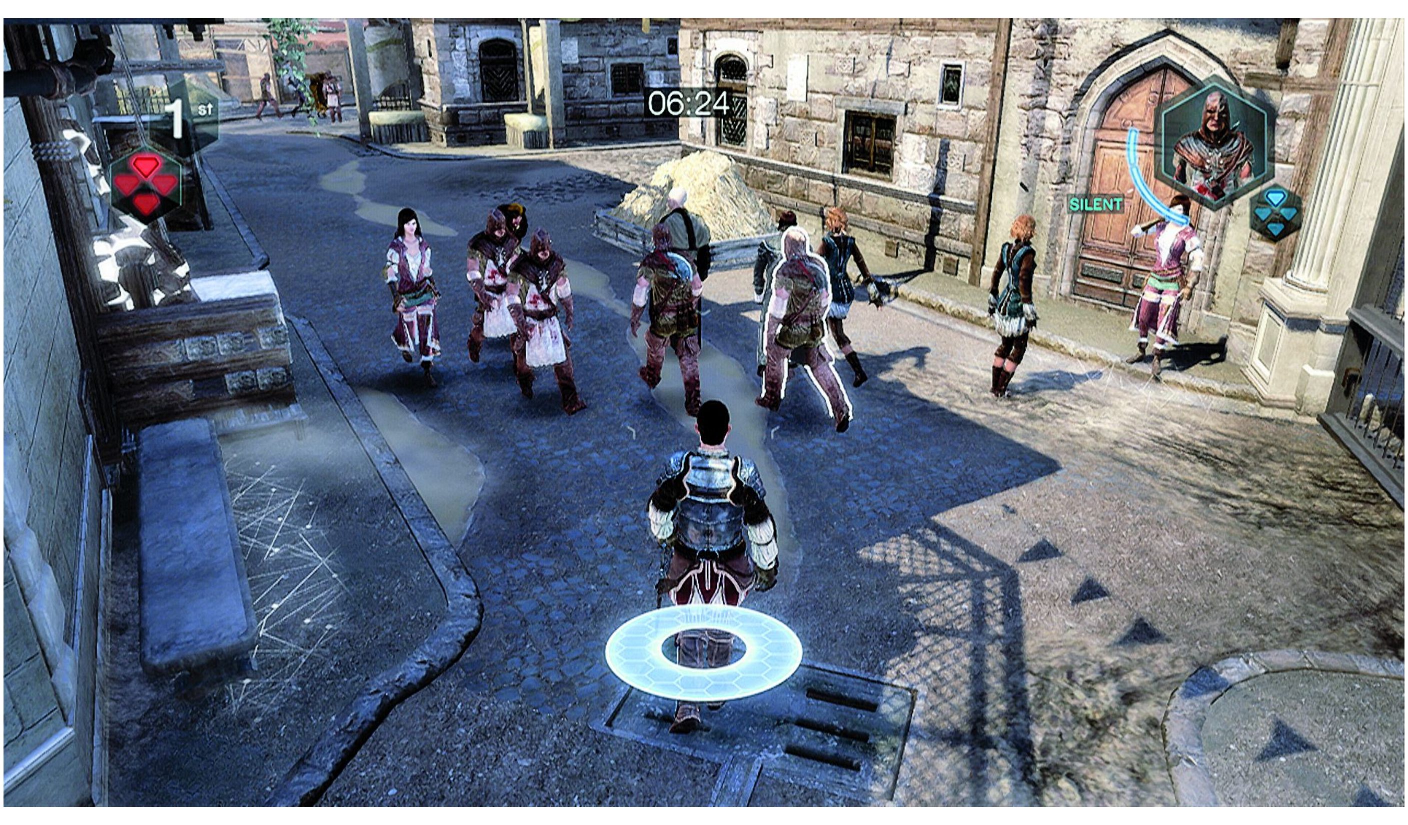

SEQUENCE 04
SEQUENCE 05
SEQUENCE 06
SEQUENCE 07
SEQUENCE 08
DestructiveCriticism (✱✱✱) Reward: Totem
On the Trail (✱✱✱✱) Reward: Buddhist Prayer Beads
Man Down (✱✱✱✱✱) Reward: Cardinal's Purple Dye
My Enemy's Enemys (✱✱✱) Reward: Pomander
Pretenders (✱✱✱✱) Reward:TartarEmetic
Dousing Fires (✱✱✱✱✱) Reward: Vlad The Impaler Coins
Star Chamber (✱✱✱✱✱) Reward: Indian Diamond
School Tax (✱✱✱) Reward: Alum
PickingupthePieces (✱✱✱✱✱) Reward: Ambergris
Peer Pressure (✱✱✱✱✱) Reward: Velvet
Closure (✱✱✱✱✱) Reward: Elephant Ivory
Hunted (✱✱✱) Reward: Claddagh Ring
A Fleeting Chance (✱✱✱✱) Reward: Wool
A Vanishing Act (✱✱✱✱✱) Reward: Saffron
Hit and Run (✱✱✱✱✱) Reward:PiperNigrum
Exodus (✱✱✱) Reward:TerracottaPot
A Fighting Chance (✱✱✱✱) Reward: Jeweled
Age of Discovery (✱✱✱✱✱) Reward: Jeweled
Gone Silent (✱✱✱✱) Reward: Silk
Chasing Ghosts (✱✱✱✱✱) Reward: Alum
Scapegoats (✱✱✱✱✱) Reward: Vlad The Impaler Coins
Weeds and Seeds (✱✱✱✱) Reward: Copper Ore
Forget to Mention (✱✱✱✱✱) Reward: Quicksilver
A Slap to the Face (✱✱✱✱✱) Reward: Gold Ingot
Raising an Army (✱✱✱✱✱) Reward: Potatoes



Basics

Advanced Tips

Crash Course For Beginners



- Basic priorities:

1. Stay on the move. You have a target to track down and you are being hunted constantly.

2. Complete your contracts with a good score Bonus.

3. Work quickly to score more kills than other players.

4. Avoid surrendering points to other players by allowing yourself to be killed or Stunned.

- Advantage goes to the player with the highest XP and character resources, so just keep playing. Your progression curve will flatten out, with higher Levels coming more slowly, but the advanced Abilities are worth striving for.

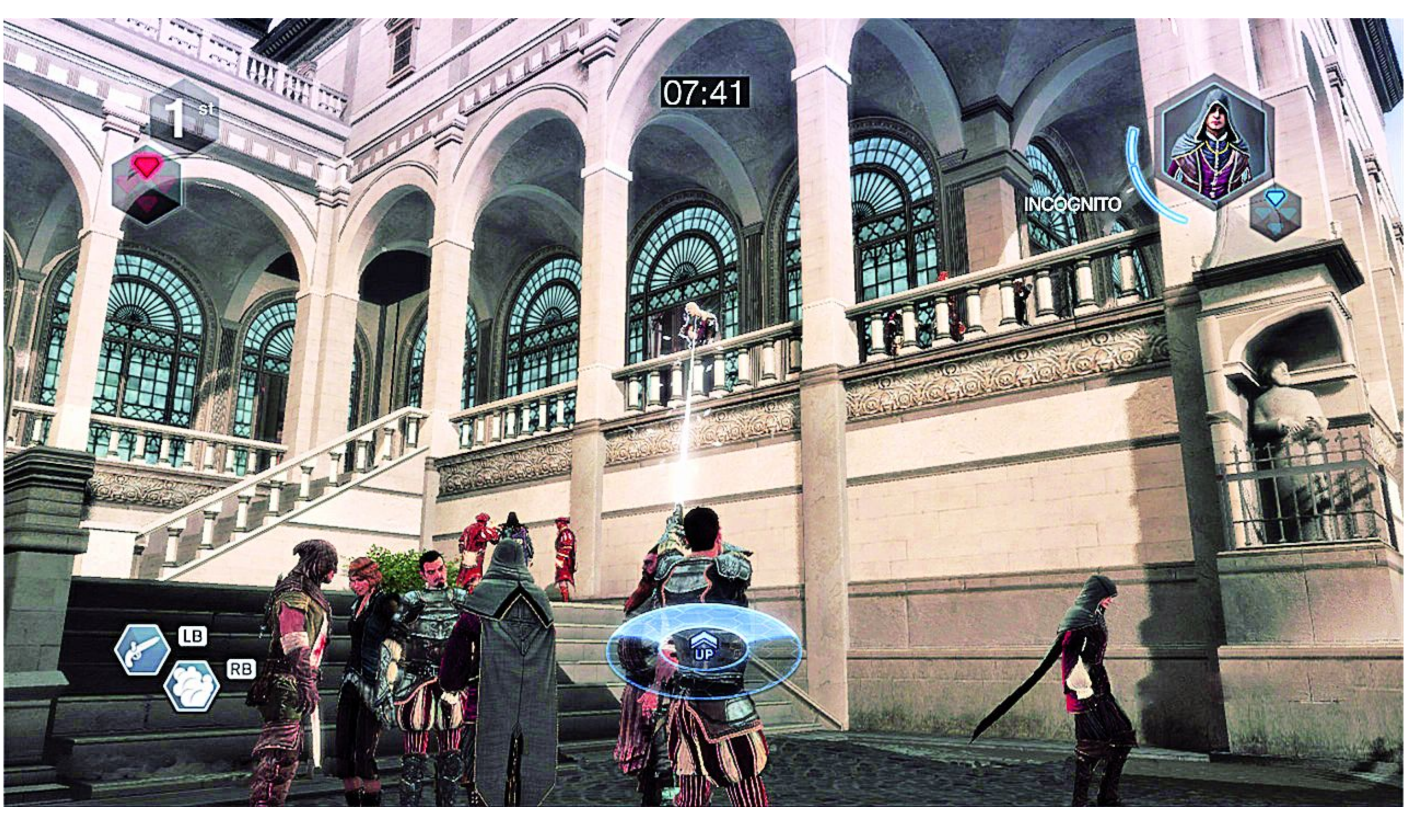
- Improvise, don't strategize. Concentrate on finding your target as quickly as possible, but remain alert and be ready to switch tactics in an instant.

- Watch how the ordinary civilians move and attempt to imitate them. Other players are just as busy as you, so a rough approximation will allow you to pass for an NPC on most occasions.

- Blending isn't half as effective as standing next to a civilian with an identical skin. Once you get close to an opponent, your Compass becomes a full disc and gives no further indication of identity. This leaves the sticky problem of deciding which of the look-alikes in the vicinity is the target, and the potential for killing an innocent instead (Fig. 1).

- Height increases your chance of targeting your contract. If you are on a rooftop above them, the range of an air assassination while following greatly exceeds the proximity you would need to achieve to reach them at street level – and you won't take damage from falling. At the same time, rooftop activity marks you out to other players as an Agent.

Confident Progression



- Advanced priorities:

1. Set up Profile Sets with complementary Abilities and Streak Bonuses.

2. Add to your score with the Kill, Action, Team and Session Bonuses.

3. Adapt your tactics to counter online enemy behavior.

- You cannot be assassinated by normal moves while climbing or jumping. However the ranged abilities will make short work of such an easy target (Fig. 2).

- Chases favor the escapee. They can use Chase Breakers to make distance and hiding spots to accelerate a time-out. So don't attempt to follow your target Compass-fashion when in pursuit: attempt to cut them off instead. Chases cost killing time, so a 50/50 gamble on whether they'll turn left or right can conclude the matter sooner rather than later.

- Take a moment to stop and look at which way the arc is moving on your Compass. From rough width and direction, you may be able to intercept your mark at the nearest intersection.

- Always climb in steps, using beams and poles, and make distance on the flat. If you climb the sheer face of a wall then you'll take time going nowhere and leave yourself open to ranged attacks.

- It makes sense to use Abilities sooner rather than later. Even with unevolved Cooldowns, the assignment of contracts and tracking time with a full Profile Set roughly equates to one Ability per kill.

- After you perform a kill, if you are too close to other players then it may take significant wasted seconds for the game to award a new contract. Head out to the exterior of the map to reduce delays.

Profile Sets

- As your Abilities increase, you'll need to define a tactical Profile Set to get the best use of them. Once all slots are unlocked then you can take two Abilities, two Perks and two Streak Bonuses into every game.

- Through advancement, you will acquire up to five Profile Sets for a range of reactive options, enabling you to choose various sets of complementary powers. You can switch Profile Sets between rounds or after dying. Give each Set a unique descriptive name to facilitate quick choices before respawn.

- If your opponents take readily to the rooftops, a focus on ranged Abilities may catch them out. If they act aggressively, defensive Abilities will humiliate them. If they are better players than you, choose a favorite Loss Streak like Score x2 to get back.

- To get you started on ideas for good Profile Set combinations, here are some Abilities that work well tactically when twinned:

Templar Vision + Disguise: try this stealth combination to maximize your chances of a Stun.

Sprint Boost + Charge: fast, acrobatic players can improve their kill count per round with this combo, exploiting it further with a Kill Streak Bonus.

Morph + Smoke Bombs: efficient combo when you are highly ranked in the match. Good for both high-scoring kills and thwarting pursuit.

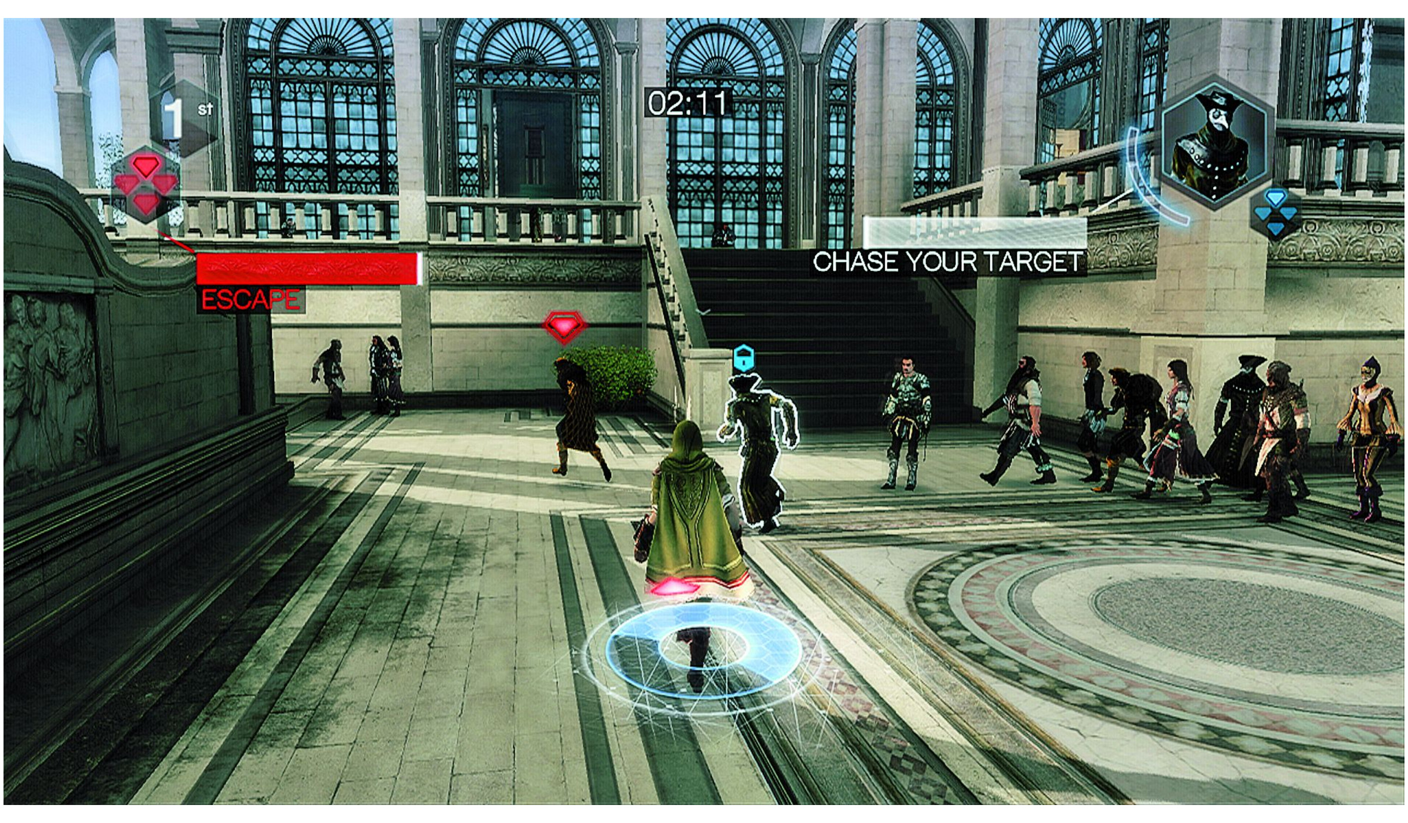
Smoke Bombs + Poison: accomplished players can achieve highly rewarded kills wth these two tools.

Flashpoints

- With all Agents hunting for each other, you will often find that they converge towards flashpoints: several Agents in close proximity (Fig. 3).

- The moment you locate your target and assassinate them, even if striking from a hiding place, you break your cover for the entire world to see. You are never more likely to be killed than at this moment, as your own pursuer has had time to catch up and see you reveal yourself – and so the bodies pile up at the flashpoint. Therefore you should always flee immediately after a kill rather than blending or hiding.

- Use Poison or ranged weapons to avoid the flashpoint, leaving stealthily in the case of the former and hoping the fallout will distract your tail.



Team Tactics (Alliance Mode)

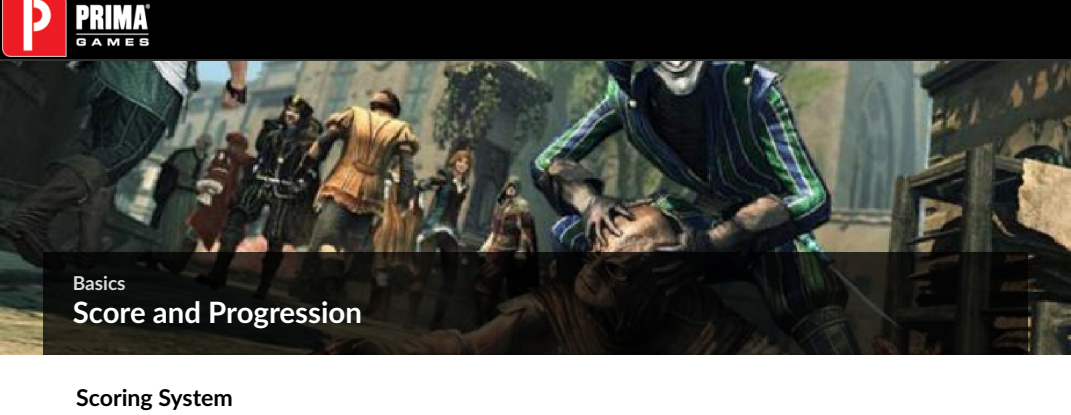
- When you Lock a target, your partner sees them Locked too, which helps to co-ordinate your joint actions.

- Co-operative actions boost scores. Before rushing to complete a kill, check if you can't maximize the return by involving your partner. Plan your Profile Sets together for offense or support roles.

- If your partner is killed, their assassin is ripe for a Stun. Cover each other when close, as you will be drawing both of your hunters to the same location.

- Use your teammate to drive a target towards your location. Setting a trap with Disguise is more effective in Alliance as enemies expect to know their pursuers too.

- Vary your solo and co-operative efforts according to the situation. When trailing, work together on one target for quality kills and Team Bonuses. Once you take the lead, it can be advantageous to split up and take a target each: your opponents may also split their attention and miss out on scoring.

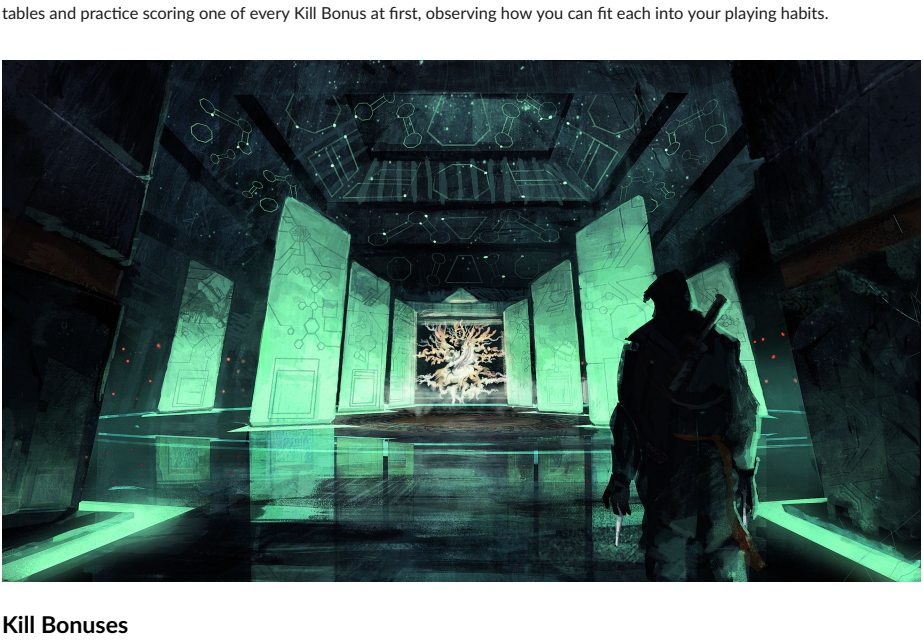


Basics

Score and Progression

Scoring System

To repeat our opening advice, score is everything. If you run up to your target in the street and kill them openly at the first opportunity, you might score a paltry 100 points. Incorporate just a couple of smarter moves for Bonuses and you could be multiplying that to 400, 500, 700 points. In other words, one good kill is worth several bad ones. With a time limit on the session, maximizing each kill score will make the most of a finite number of contracts. So familiarize yourself with the Bonus tables and practice scoring one of every Kill Bonus at first, observing how you can fit each into your playing habits.



Kill Bonuses

Improve your stealth methods when approaching the target and kill them in interesting ways to earn multiple Bonuses.

Name	Condition	Score
Discreet	Kill in Discreet status (get into High Profile mode just before assassinating your target).	+ 50
Silent	Kill in Silent status (stay out of High Profile mode near your target).	+ 200
Incognito	Kill when always remaining Silent (do not ever use High Profile mode).	+ 300
Acrobatic	Kill from an acrobatic position (climbing, hanging, airborne).	+ 100
Drop Kill	Kill a target by grabbing them from a ledge.	+ 150
Focus	Kill after waiting 3 seconds in kill range (until a white bar fully encircles the Assassinate icon above your target's head).	+ 150
Hidden	Kill while in a hiding spot.	+ 200
Revenge	Kill an agent who killed you.	+ 50
Grounded	Kill a target while they're on the ground.	+ 50
First Blood	First kill of the session.	+ 50
Poacher	Kill your target with another pursuer on the way, less than 10 meters away.	+ 50
Mid-Air	Shoot your target with the Hidden Gun while they are in the air.	+ 100
Poison	Kill your target with the Poison Ability.	+ 200
Intercepted	Kill a target that had just been Poisoned by another pursuer.	+ 50
Savior	Kill a target that is less than 10 meters away from their own target.	+ 50

Action Bonuses

These are awarded for avoiding the Agent with a contract on your own head. Escaping and Stunning your pursuer are the most common, but you can also score points for tricking them into killing a civilian with the same appearance as you, or simply scoring several types of Bonus.

Name	Condition	Score
Escape	Escape a pursuer Chasing you.	+ 100
Double Escape	Escape two pursuers Chasing you.	+ 50
Triple Escape	Escape three pursuers Chasing you.	+ 100
Close Call	Escape a Chasing pursuer who is less than 10 meters away from you.	+ 50
Chain	Perform an Escape and kill a target in under 10 seconds.	+ 50
Lure	Have your pursuer kill an Innocent or a Decoy with the same skin as you while next to you (with a full Compass).	+ 100
Stun	Stun a pursuer.	+ 200
Variety	5 different Bonuses performed.	+ 200
Greater Variety	10 different Bonuses performed.	+ 400
Extreme Variety	15 different Bonuses performed.	+ 600

Team Bonuses

These apply to team-based games, and recognize co-operative behavior on your part in rescuing or assisting your teammates.

Name	Condition	Score
Co-Op Kill	Kill a target Locked on by a teammate.	+ 100
Co-Op Stun	Stun a pursuer Locked on by a team mate.	+ 100
Multi-Kill	Have your team kill 2 targets in a row in less than 10 seconds.	+ 200
Rescue	Stun the pursuer of a team mate.	+ 150
Diversion	Kill a target Chased by your team mate and not by you.	+ 150
Knock Out	Have your team Stun 2 pursuers in a row in less than 10 seconds.	+ 200

End Bonuses

These are final Bonuses awarded on completion of a match for your kill ratio, match rank and avoiding being killed yourself.

Name	Condition	Score
Good Start	Be in the team that finishes first in the first round.	+ 100
Team Win	Be in the team that wins the session.	+ 200
Podium	Finish first, second or third in a match.	+ 200
Average Kills	Have the best kill/death ratio in a match.	+ 300
Survivor	Be the player with the fewest deaths in a match.	+ 400
Untouchable	Do not be killed a single time in a match.	+ 1,000

Abilities

Additional skills or weapons at your disposal, your Abilities can be used at any time but are then unavailable for a Cooldown period of recharging. The 12 Abilities can be improved through 3 unlockable Evolutions that usually improve one parameter of the Ability concerned. You can choose tactically which Abilities you equip by defining a Profile Set.

When consulting the table below for tips, you'll see that each Ability is defined by a set of parameters:

- Range: covers the area of effect of the Ability, like the radius of a Smoke Bomb or the targeting distance of a Charge, measured in meters of in-game distance.
- Duration: the length of an Ability's effect.
- Delay: the time that an Ability takes to engage, in seconds.
- Cooldown: the number of seconds you have to wait after activating an ability before it can be used again. Evolutions, Perks and Streaks can all reduce Cooldown.
- Effect: some abilities may alter the personal attributes of you or your target, or impose special effects on the gameworld.

Show Abilities

ICON	NAME	UN-LOCKED	EFFECT	INITIAL PARAMETERS	EVOLUTION #1	EVOLUTION #2	EVOLUTION #3	Tips
Unlocked	Parameters	Unlocked	Parameters	Unlocked	Parameters			
	Disguise	Level 2	Instantly change your appearance, enabling you to surprise your opponents.	Duration: 15 s Cooldown: 60 s	Level 32	Duration: 20 s	Session Challenge: Cloak And Dagger	Cooldown: 50 s
	Sprint Boost	Level 3	Increase your speed while running or sprinting.	Boost: 20% Duration: 5 s Cooldown: 60 s	Level 34	Boost: 30%	Abilities Challenge: Run For His Life	Cooldown: 50 s
	Smoke Bomb	Level 6	Drop a Smoke Bomb behind you to stun your opponents.	Range: 3.2 m Duration: 3 s Cooldown: 60	Level 36	Range: 4 m	Abilities Challenge: Smoke Screen	Cooldown: 50 s
	Hidden Gun	Level 8	Shoot down the targeted character after having Locked on.	Focus time: 1.5 s Cooldown: 90 s	Level 37	Accuracy increased	Navigation Challenge: Needle In A Haystack	Cooldown: 80 s
	Templar Vision	Level 11	Reveal the presence and nature of all personas in sight.	Range: 20 m Duration: 3 s Cooldown: 60 s	Level 44	Range: 40 m	Session Challenge: Artist	Cooldown: 50 s
	Morph	Level 14	Transform characters from the crowd into your duplicates, hiding you from pursuers.	Range: 3.2 m Duration: Permanent Civilians morphed: 4 Cooldown: 60 s	Level 41	Civilians morphed: 6	Session Challenge: Seeing Double	Cooldown: 50 s
	Firecrackers	Level 16	Drop Firecrackers on the ground to blind opponents and scare the crowd, revealing the presence of your target.	Range: 6 m Duration: 3 s Cooldown: 60 s	Level 39	Range: 7.5 m	Abilities Challenge: Pyrotechnician	Cooldown: 50 s
	Throwing Knives	Level 19	Throw Knives to injure your opponents, slowing them down or causing them to fall while climbing.	Speed decrease: 10% Duration: 5 s Cooldown: 45	Level 43	Duration: 7 s	Abilities Challenge: Timber	Cooldown: 35 s
	Charge	Level 21	Rush straight ahead, scattering the crowd, to pounce on your target.	Range: 2.5 m Duration: 2.5 s Cooldown: 60	Level 46	Range: 3.5 m	Abilities Challenge: Headbutt	Cooldown: 50 s
	Decoy	Level 24	Change the appearance of anyone you target into your own and cause them to run away, tricking your pursuers.	Range: 15 m Duration: 10 s Cooldown: 45 s	Level 47	Duration: 15 s	Abilities Challenge: Made You Look	Cooldown: 35 s
	Mute	Level 26	Mute all personas around you, preventing them from using their Abilities, killing or stunning you.	Range: 6 m Duration: 3 s Cooldown: 90 s	Level 48	Range: 8 m	Assassinate Challenge: Disappearing Act	Duration: 4 s
	Poison	Level 29	Perform an invisible kill move to administer a deadly poison on your target, who will die shortly afterwards.	Delay: 5 s Cooldown: 90 s Bonus: 200 pts	Level 49	Delay: 3 s Bonus: 150 pts	Abilities Challenge: Pharmacist	Cooldown: 80 s Bonus: 200 pts

The values revealed in this table may change after the release of the game.

Streaks

Streaks are performance-based Bonuses, earned and lost by your accomplishments within each round. A good Kill Streak of successfully completed contracts will reward the player with extra points. Players who consistently lose contracts will incur a Loss Streak, which actually assists them to do better by granting small advantages within the round.

ICON	Kill Streaks	Description	Unlocked
	3 Kills Streak	Receive 100 points when you kill 3 targets without being killed.	Level 7
	3 Silent Kills Streak	Receive 300 points when you silently kill 3 targets without being killed.	Level 13
	5 Kills Streak	Receive 250 points when you kill 5 targets without being killed.	Level 18
	5 Silent Kills Streak	Receive 750 points when you silently kill 5 targets without being killed.	Level 31

ICON	Loss Streaks	Description	Unlocked
	Extra Sensitivity (3 Loss Streak)	Increase your Compass precision until you kill a target.	Level 4
	Reset Cooldowns (3 Loss Streak)	Reset the current ability Cooldowns each time you die.	Level 9
	Score x2 (5 Loss Streak)	Double the points earned by your next successful assassination.	Level 17
	Boost Cooldowns (5 Loss Streak)	Ability Cooldowns reduced to a third until you perform a kill.	Level 28

Perks

You can further customize your character by choosing two Perks, additional powers that remain active throughout the match. Perks are also unlocked by Level progression.

ICON	Name	Effect	Unlocked
	Enhanced Auto-Bash	Increase to 2 the number of NPCs you can bash before being unbalanced while running.	Level 20
	Wall Runner	Increases your climb speed at the start of a climb.	Level 22
	Resistance	Reduce your Stunned time from 5 seconds to 3 seconds.	Level 27
	Blender	When you blend with a group, one of the NPCs is automatically Morphed into your character's skin.	Level 30
	Fast Getaway	Decrease the time required to escape a pursuer during a Chase by 10%.	Level 33
	Chase Expert	Increase your speed by 15% when chasing your opponent.	Level 38
	Overall Cooldowns	Reduce all Ability Cooldown periods by 10 seconds.	Level 40
	Silent Hunt	Decrease the precision of your opponent's Compass by 15%.	Level 42

Levels and Progression

The training program undertaken in your role as an Abstergo Agent is reflected by a Level-based progression system. The points you earn from participating in multiplayer matches are converted into experience points (or XP) that stay with your online profile and continue to accumulate with play. Whenever your total XP reaches a new threshold, your Agent trainee will "level up" and gradually advance from a rookie (Level 1) to a master hitman (Level 50). Each Level increase grants a reward of one or more of the following.

- New Abilities, Perks or Streak Bonuses.
- Extra Ability slots to endow more skills at once.
- New playable characters.
- Outfit and appearance upgrades.

Level progression improves your Agent's capacities and increases your chance of success against other players online. Indeed, for a large part of the early game you will find that opponents with greater experience have the advantage in terms of Abilities and score Bonuses.

The values revealed in these tables may change after the release of the game.

	XP	Reward	
2	1,150		Ability Slot #1 + Ability: Disguise
3	2,750		Ability: Sprint Boost
4	4,850		Loss Streak: Extra Sensitivity
5	7,500	-	New Game Mode: Alliance + Profile Set #2
6	10,750		Ability: Smoke Bomb
7	14,650		Kill Streak: 3 Kills Streak
8	19,250		Ability: Hidden Gun
9	24,600		Loss Streak: Reset Cooldowns
10	30,850	-	Ability Slot #2 + Profile Set #3
11	38,000		Ability: Templar Vision
12	46,050	-	Colors Pack #1
13	55,020		Kill Streak: 3 Silent Kills Streak
14	64,910		Ability: Morph
15	75,750	-	New Character: The Blacksmith + Profile Set #4
16	87,540		Ability: Firecrackers
17	100,280	-	Loss Streak: Score x2
18	113,990		Kill Streak: 5 Kills Streak
19	128,670		Ability: Throwing Knives
20	144,400		Perk Slot #1 + Perk: Enhanced AutoBash + Profile Set #5
21	161,180		Ability: Charge
22	179,010		Perk: Wall Runner
23	197,910	-	Gear Pack #1
24	217,880		Ability: Decoy
25	238,950	-	New Character: The Thief
26	261,120		Ability: Mute
27	284,390		Perk: Resistance
28	308,780		Loss Streak: Boost Cooldowns
29	334,290		Ability: Poison
30	360,970		Perk Slot #2 + Perk Blender
31	388,820		Kill Streak: 5 Silent Kills Streak
32	417,840		Disguise: Evolution #1
33	448,060		Perk: Fast Getaway
34	479,480		Sprint Boost: Evolution #1
35	512,120	-	New Character: The Footpad + Colors Pack #2
36	545,980		Smoke Bomb: Evolution #1
37	581,060		Hidden Gun: Evolution #1
38	617,390		Perk: Chase Expert
39	654,970		Firecrackers: Evolution #1
40	693,850		Perk: Overall Cooldowns + Gear Pack #2
41	734,030		Morph: Evolution #1
42	755,510		Perk: Silent Hunt
43	818,310		Throwing Knives: Evolution #1
44	862,430		Templar Vision: Evolution #1
45	907,900	-	New Character: The Mercenary
46	954,720		Charge: Evolution #1
47	1,002,890		Decoy: Evolution #1
48	1,052,460		Mute: Evolution #1
49	1,103,430		Poison: Evolution #1
50	1,156,000	-	Colors Pack #3 + Gear Pack #3

The values revealed in this table may change after the release of the game.

Challenges

Four types of Challenge are recorded in the game's Progression menu with three milestones (Basic, Advanced and Elite) to reach in each by repeating the corresponding feat multiple times. Take the Killing Assignment Challenge for example: the action you need to achieve is to perform a number of kills in sessions. It will take you 10 kills to earn the Basic milestone, then 150 and 750 kills respectively to unlock the Advanced and Elite milestones. This three-milestone principle applies to all Challenges, and the values required for each threshold are available in the game's Progression menu.

Normally, the reward for completion is an XP Bonus toward faster Level progression. But the Challenges are also internally rated according to difficulty, with unique rewards for specific tests in the Advanced and Elite grades. Using the following list with the Abilities table, you can concentrate on unlocking the second and third Evolutions of each Ability to maximize your character's powers.

Abilities Challenges	Description
Up In Smoke	Use a Smoke Bomb to block other Agents.
Masquerade	Use Disguise to Escape your pursuer.
Mirage	Use Decoy while your pursuer is nearby.
Powerless	Stun a pursuer after using Mute.
Knife Thrower	Use Throwing Knives to slow down your target.
Pharmacist	Kill a target with Poison.
Timber	Use Throwing Knives to make a climbing target fall.
Headbutt	Use the Charge Ability to Stun a pursuer.
Made You Look	Use the Decoy Ability from a hiding spot.
Lightning Bolt	Use Firecrackers on a pursuer, then Stun or escape him/her.
Speed Demon	Escape using the Sprint Boost Ability.
Smoke Screen	Use the Smoke Bomb Ability to block a pursuer.
Collision	Use the Charge Ability to kill a target.
Pyrotechnician	Use Firecrackers to blind and kill a target.
Run For His Life	Close in on a target using the Sprint Boost Ability and kill them.
Play With Your Food	Slow down a target with Throwing Knives and finish the kill with the Hidden Gun.
Unhealthy Lifestyle	While in Low Profile, Poison a running target.
Exposé	Use Firecrackers on a Morphed group to find and kill your target.
Lucky Shot	Kill a target with the Hidden Gun with less than 1 second of aiming.
On The Fly	Kill a target with the Hidden Gun during a jump or Leap of Faith.
Cut Through The Fog	Use a Smoke Bomb to block and Stun your pursuer.
Ready Or Not...	Use Charge on a target in a Morphed group.
Power Through	Use Sprint Boost when injured by Throwing Knives to cancel their effect.
Take Down	Use Throwing Knives on a target performing a Sprint Boost or Charge.

Assassinate Challenges	Description
Killing Assignment	Perform kills in sessions.
The Spice Of Life	Score a Variety Bonus.
Surprise Attack	Stun a pursuer.
Underdog	Kill the session leader.
Brutal Avenger	Get Revenge Bonuses.
Early Bird	Get First Blood Bonuses.
Hush	Win Silent Bonuses.
Gunslinger	Perform Hidden Gun kill.
Flying Templar	Perform aerial kills.
Escapist	Get Escape Bonuses.
Euthanasia*1	Kill a knocked out target lying on the ground, scoring the Grounded Bonus.
Survival Of The Fittest	Move in to kill a target injured by Throwing Knives.
Head To Head	Stay close to your target for at least 3 seconds before killing your target, scoring the Focus Bonus.
Acrobatic	Get the Acrobatic Bonus.
Undercover	Get the Hidden Bonus.
Disappearing Act	Simultaneously Escape 2 pursuers.
Unstoppable	Perform 4 kills in a row.
Clairvoyant	Kill a Morphed or Disguised target.
One Two Punch	Chain a kill and Escape in less than 10 seconds.
Vanishing Act	Simultaneously Escape 3 other Agents.
Bench Warmer	Perform a bench to bench kill, sitting next to your target.
Out Of Sight	Kill your target while being blinded by Firecrackers.

*1 Euthanasia: try this challenge in Alliance mode, as Grounded Bonuses are easier to get.

Navigation Challenges	Description
Death From Above	Perform kills from beams.
Like An Eagle	Perform Leaps of Faith.
Socialist	Spend 2 minutes blended in a crowd in one session.
Basher	Bash innocents while running during a Chase.
Into Thin Air	Use a Chase Breaker to escape.
Needle In A Haystack	Perform kills from inside a haystack.
In Plain Sight	Hide in range of your pursuer for 10 seconds.
Speed Assassination	Reach your target within 15 seconds after receiving your contract.

Session Challenges	Description
Animus Technician	Perform kills with each of the 10 default characters.
Apprentice	Reach a session score of 1,000 points.
Sprinter	Win Chases as the pursuer.
Escape Artist	Escape by being out of sight but not hidden.
Lead By Example	Take the lead in a session.
Multiplier	Get each of the Silent, Focus, Escape, Stun and Revenge Bonuses 2 times in a session.
High Class Killer	Perform kills that score over 400 points each.
Artist	Score more than 1,000 points in the first minute of a session.
Seeing Double	Stun your pursuer from within a Morphed group.
High Profile Killer	Perform kills with 4 unlockable characters.
Cloak And Dagger	Stun your pursuer while in Disguise.
Purist	Score more than 3,500 points in a session without using any Abilities.
Rush Hour	Score 1,500 points in the first minute of a session.
Grand Master	Score 4,000 points in a single session.
Stunning *2	Stun 2 pursuers in less than 30 seconds.
Comeback	Take the lead in the last 10 seconds of a session and win.
Perfect Kill *3	Score 1,200 points in a single kill.
Sniper *4	Perform 5 Hidden Gun kills in a single session.
Never Stop	Remain in a Chase for 30 seconds, then Escape.
Hit And Run	Escape as a target, Stunning your pursuer.
Still Alive	Win a session without dying.

*2 Stunning: requires two pursuers, so this is also easier in Alliance.

*3 Perfect Kill: One method of improving your score is to use Poison and its Evolution bonus in addition to other bonuses. The other is to deliberately run up a Loss Streak and use the

Score x2 multiplier. Try them together.

*4 Sniper: Cooldown is the key to increasing Hidden Gun availability. Combine the Loss Streaks, Overall Cooldown Perk and the Cooldown Evolution.

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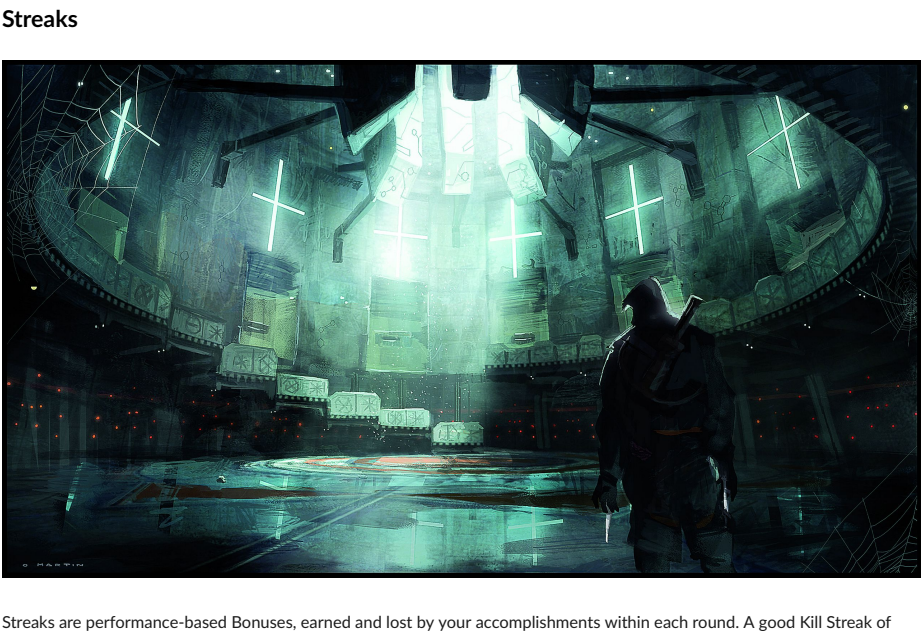
Streaks



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	Reset Cooldowns (3 Loss Streak)	Reset the current ability Cooldowns each time you die.	Level 9
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	Chase Expert	Increase your speed by 15% when chasing your opponent.	Level 38
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- New playable characters.
- Outfit and appearance upgrades.

Level progression improves your Agent's capacities and increases your chance of success against other players online. Indeed, for a large part of the early game you will find that opponents with greater experience have the advantage in terms of Abilities and score Bonuses.

The values revealed in these tables may change after the release of the game.

	XP	Reward	
2	1,150		Ability Slot #1 + Ability: Disguise
3	2,750		Ability: Sprint Boost
4	4,850		Loss Streak: Extra Sensitivity
5	7,500	-	New Game Mode: Alliance + Profile Set #2
6	10,750		Ability: Smoke Bomb
7	14,650		Kill Streak: 3 Kills Streak
8	19,250		Ability: Hidden Gun
9	24,600		Loss Streak: Reset Cooldowns
10	30,850	-	Ability Slot #2 + Profile Set #3
11	38,000		Ability: Templar Vision
12	46,050	-	Colors Pack #1
13	55,020		Kill Streak: 3 Silent Kills Streak
14	64,910		Ability: Morph
15	75,750	-	New Character: The Blacksmith + Profile Set #4
16	87,540		Ability: Firecrackers
17	100,280	-	Loss Streak: Score x2
18	113,990		Kill Streak: 5 Kills Streak
19	128,670		Ability: Throwing Knives
20	144,400		Perk Slot #1 + Perk: Enhanced AutoBash + Profile Set #5
21	161,180		Ability: Charge
22	179,010		Perk: Wall Runner
23	197,910	-	Gear Pack #1
24	217,880		Ability: Decoy
25	238,950	-	New Character: The Thief
26	261,120		Ability: Mute
27	284,390		Perk: Resistance
28	308,780		Loss Streak: Boost Cooldowns
29	334,290		Ability: Poison
30	360,970		Perk Slot #2 + Perk Blender
31	388,820		Kill Streak: 5 Silent Kills Streak
32	417,840		Disguise: Evolution #1
33	448,060		Perk: Fast Getaway
34	479,480		Sprint Boost: Evolution #1
35	512,120	-	New Character: The Footpad + Colors Pack #2
36	545,980		Smoke Bomb: Evolution #1
37	581,060		Hidden Gun: Evolution #1
38	617,390		Perk: Chase Expert
39	654,970		Firecrackers: Evolution #1
40	693,850		Perk: Overall Cooldowns + Gear Pack #2
41	734,030		Morph: Evolution #1
42	755,510		Perk: Silent Hunt
43	818,310		Throwing Knives: Evolution #1
44	862,430		Templar Vision: Evolution #1
45	907,900	-	New Character: The Mercenary
46	954,720		Charge: Evolution #1
47	1,002,890		Decoy: Evolution #1
48	1,052,460		Mute: Evolution #1
49	1,103,430		Poison: Evolution #1
50	1,156,000	-	Colors Pack #3 + Gear Pack #3

The values revealed in this table may change after the release of the game.

Challenges

Four types of Challenge are recorded in the game's Progression menu with three milestones (Basic, Advanced and Elite) to reach in each by repeating the corresponding feat multiple times. Take the Killing Assignment Challenge for example: the action you need to achieve is to perform a number of kills in sessions. It will take you 10 kills to earn the Basic milestone, then 150 and 750 kills respectively to unlock the Advanced and Elite milestones. This three-milestone principle applies to all Challenges, and the values required for each threshold are available in the game's Progression menu.

Normally, the reward for completion is an XP Bonus toward faster Level progression. But the Challenges are also internally rated according to difficulty, with unique rewards for specific tests in the Advanced and Elite grades. Using the following list with the Abilities table, you can concentrate on unlocking the second and third Evolutions of each Ability to maximize your character's powers.

Abilities Challenges	Description
Up In Smoke	Use a Smoke Bomb to block other Agents.
Masquerade	Use Disguise to Escape your pursuer.
Mirage	Use Decoy while your pursuer is nearby.
Powerless	Stun a pursuer after using Mute.
Knife Thrower	Use Throwing Knives to slow down your target.
Pharmacist	Kill a target with Poison.
Timber	Use Throwing Knives to make a climbing target fall.
Headbutt	Use the Charge Ability to Stun a pursuer.
Made You Look	Use the Decoy Ability from a hiding spot.
Lightning Bolt	Use Firecrackers on a pursuer, then Stun or escape him/her.
Speed Demon	Escape using the Sprint Boost Ability.
Smoke Screen	Use the Smoke Bomb Ability to block a pursuer.
Collision	Use the Charge Ability to kill a target.
Pyrotechnician	Use Firecrackers to blind and kill a target.
Run For His Life	Close in on a target using the Sprint Boost Ability and kill them.
Play With Your Food	Slow down a target with Throwing Knives and finish the kill with the Hidden Gun.
Unhealthy Lifestyle	While in Low Profile, Poison a running target.
Exposé	Use Firecrackers on a Morphed group to find and kill your target.
Lucky Shot	Kill a target with the Hidden Gun with less than 1 second of aiming.
On The Fly	Kill a target with the Hidden Gun during a jump or Leap of Faith.
Cut Through The Fog	Use a Smoke Bomb to block and Stun your pursuer.
Ready Or Not...	Use Charge on a target in a Morphed group.
Power Through	Use Sprint Boost when injured by Throwing Knives to cancel their effect.
Take Down	Use Throwing Knives on a target performing a Sprint Boost or Charge.

Assassinate Challenges	Description
Killing Assignment	Perform kills in sessions.
The Spice Of Life	Score a Variety Bonus.
Surprise Attack	Stun a pursuer.
Underdog	Kill the session leader.
Brutal Avenger	Get Revenge Bonuses.
Early Bird	Get First Blood Bonuses.
Hush	Win Silent Bonuses.
Gunslinger	Perform Hidden Gun kill.
Flying Templar	Perform aerial kills.
Escapist	Get Escape Bonuses.
Euthanasia*1	Kill a knocked out target lying on the ground, scoring the Grounded Bonus.
Survival Of The Fittest	Move in to kill a target injured by Throwing Knives.
Head To Head	Stay close to your target for at least 3 seconds before killing your target, scoring the Focus Bonus.
Acrobatic	Get the Acrobatic Bonus.
Undercover	Get the Hidden Bonus.
Disappearing Act	Simultaneously Escape 2 pursuers.
Unstoppable	Perform 4 kills in a row.
Clairvoyant	Kill a Morphed or Disguised target.
One Two Punch	Chain a kill and Escape in less than 10 seconds.
Vanishing Act	Simultaneously Escape 3 other Agents.
Bench Warmer	Perform a bench to bench kill, sitting next to your target.
Out Of Sight	Kill your target while being blinded by Firecrackers.

*1 Euthanasia: try this challenge in Alliance mode, as Grounded Bonuses are easier to get.

Navigation Challenges	Description
Death From Above	Perform kills from beams.
Like An Eagle	Perform Leaps of Faith.
Socialist	Spend 2 minutes blended in a crowd in one session.
Basher	Bash innocents while running during a Chase.
Into Thin Air	Use a Chase Breaker to escape.
Needle In A Haystack	Perform kills from inside a haystack.
In Plain Sight	Hide in range of your pursuer for 10 seconds.
Speed Assassination	Reach your target within 15 seconds after receiving your contract.

Session Challenges	Description
Animus Technician	Perform kills with each of the 10 default characters.
Apprentice	Reach a session score of 1,000 points.
Sprinter	Win Chases as the pursuer.
Escape Artist	Escape by being out of sight but not hidden.
Lead By Example	Take the lead in a session.
Multiplier	Get each of the Silent, Focus, Escape, Stun and Revenge Bonuses 2 times in a session.
High Class Killer	Perform kills that score over 400 points each.
Artist	Score more than 1,000 points in the first minute of a session.
Seeing Double	Stun your pursuer from within a Morphed group.
High Profile Killer	Perform kills with 4 unlockable characters.
Cloak And Dagger	Stun your pursuer while in Disguise.
Purist	Score more than 3,500 points in a session without using any Abilities.
Rush Hour	Score 1,500 points in the first minute of a session.
Grand Master	Score 4,000 points in a single session.
Stunning *2	Stun 2 pursuers in less than 30 seconds.
Comeback	Take the lead in the last 10 seconds of a session and win.
Perfect Kill *3	Score 1,200 points in a single kill.
Sniper *4	Perform 5 Hidden Gun kills in a single session.
Never Stop	Remain in a Chase for 30 seconds, then Escape.
Hit And Run	Escape as a target, Stunning your pursuer.
Still Alive	Win a session without dying.

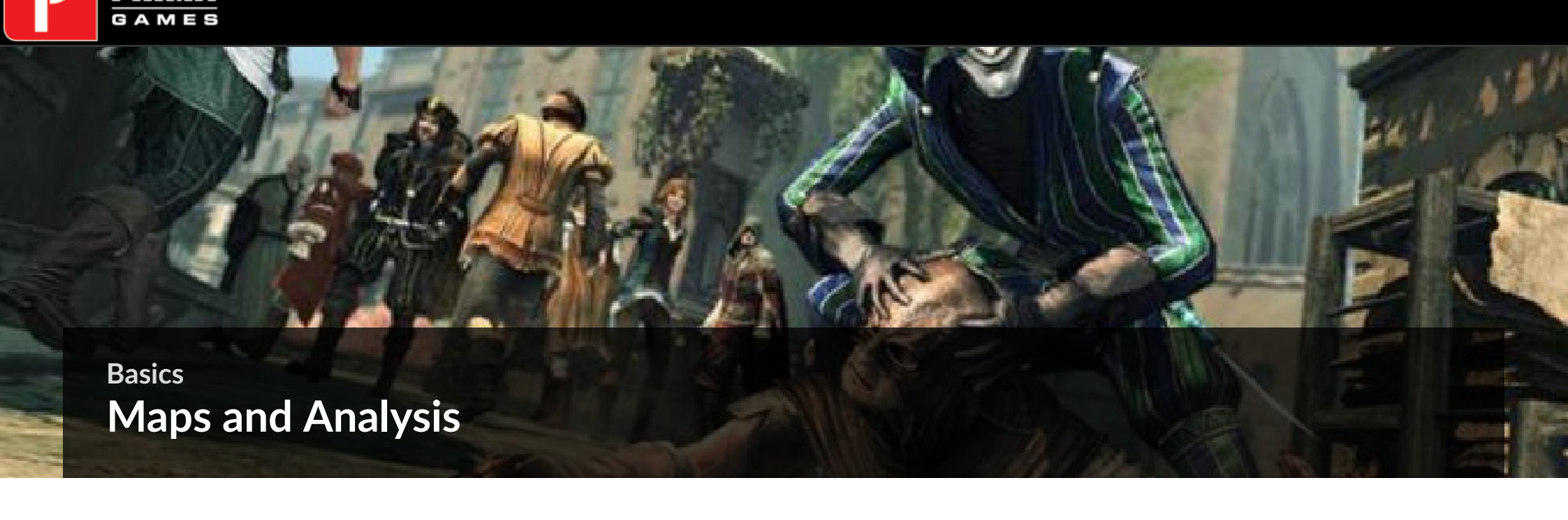
*2 Stunning: requires two pursuers, so this is also easier in Alliance.

*3 Perfect Kill: One method of improving your score is to use Poison and its Evolution bonus in addition to other bonuses. The other is to deliberately run up a Loss Streak and use the

Score x2 multiplier. Try them together.

*4 Sniper: Cooldown is the key to increasing Hidden Gun availability. Combine the Loss Streaks, Overall Cooldown Perk and the Cooldown Evolution.

The values revealed in these tables may change after the release of the game.



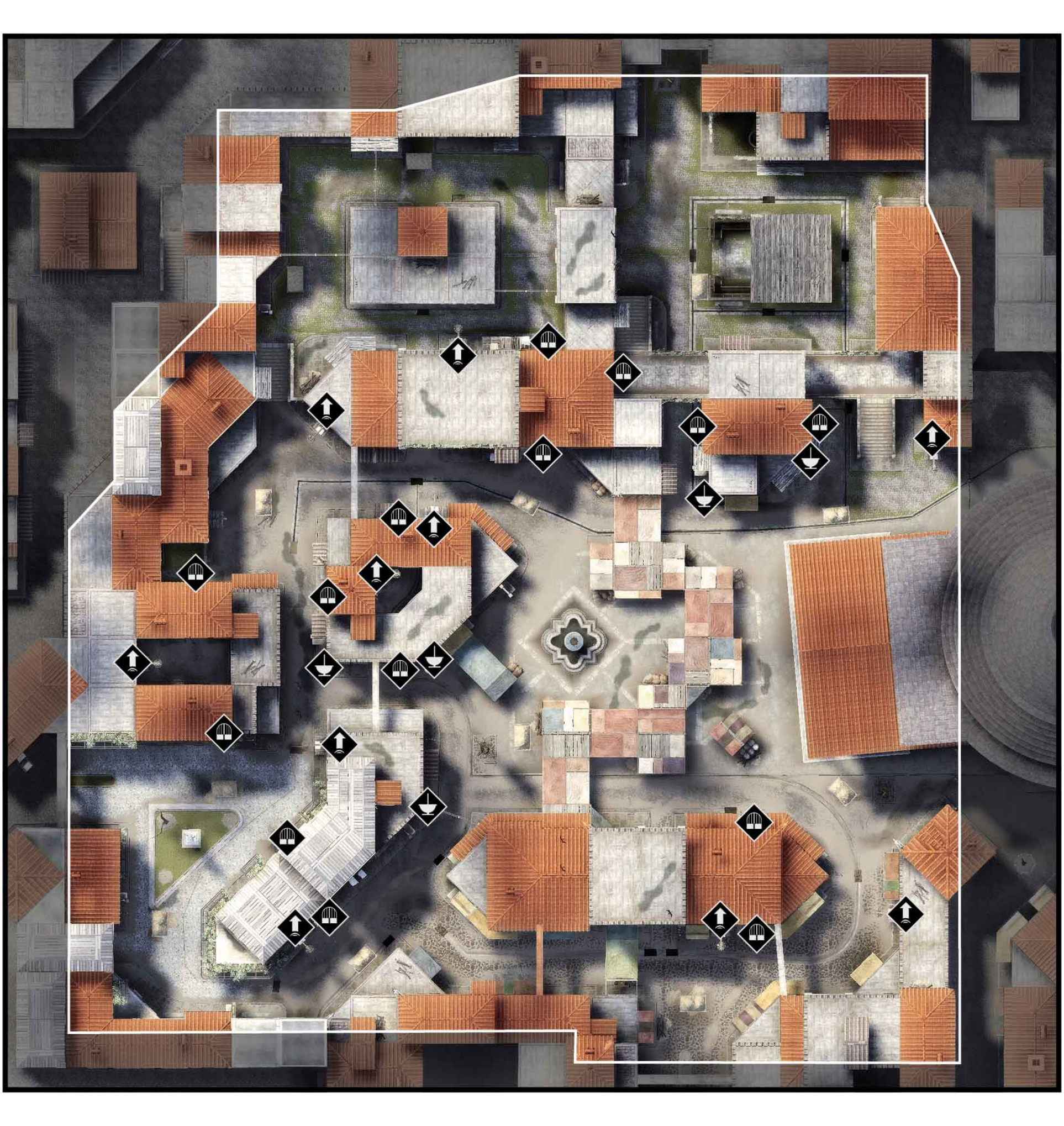
Basics

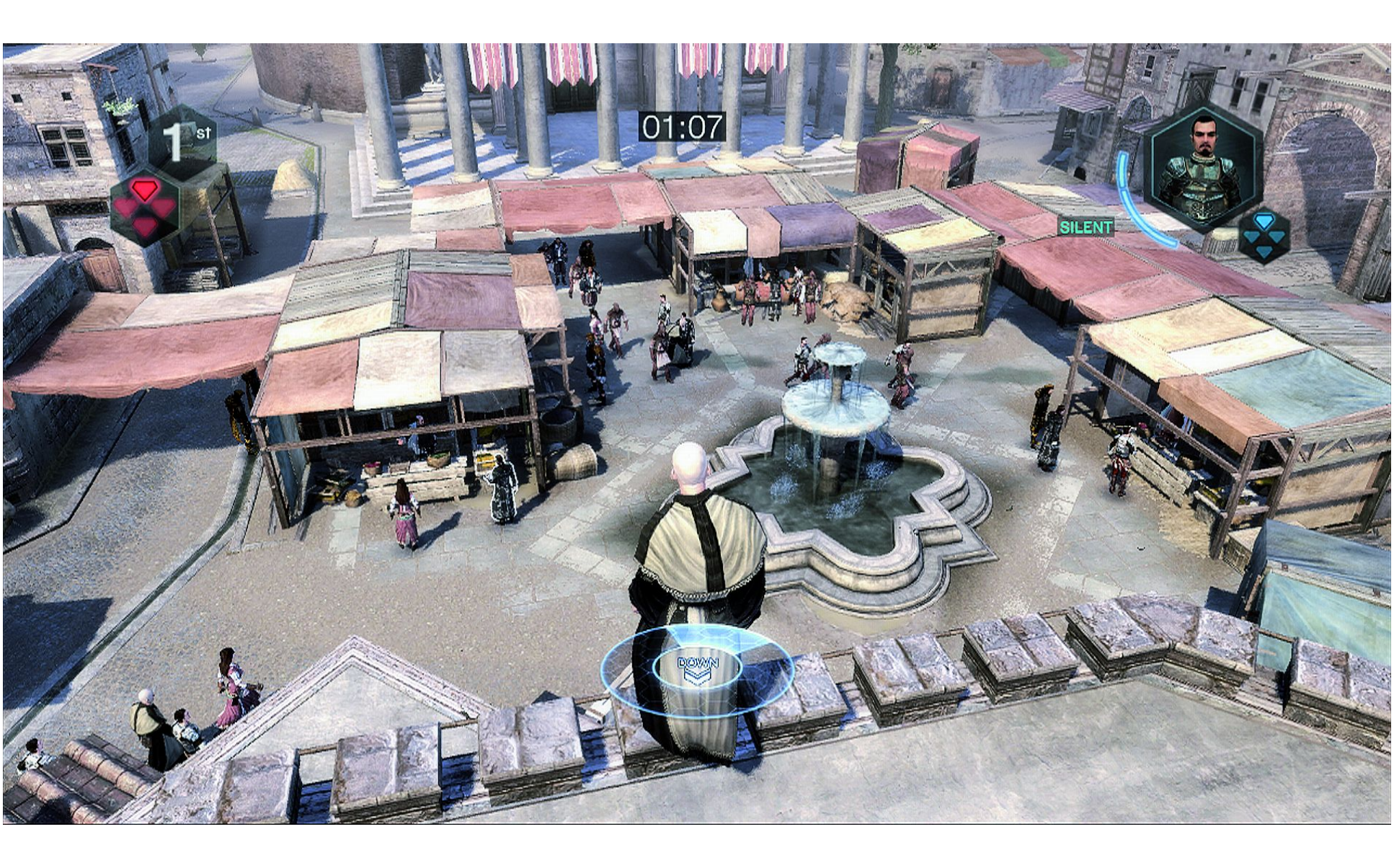
Maps and Analysis

To grant you an advantage over other players, the maps that follow reveal all of the Chase Breakers to be found and exploited in Multiplayer. Each of the arenas has a distinct flavor and style of play that can switch the emphasis from surreptious, crowd-based games of hide and seek to rooftop clashes and Ability battles.

LEGEND (CHASE BREAKERS)			
◆	Falling Platform	◆	Lift
◆	Corner Helper	◆	Closing Gates

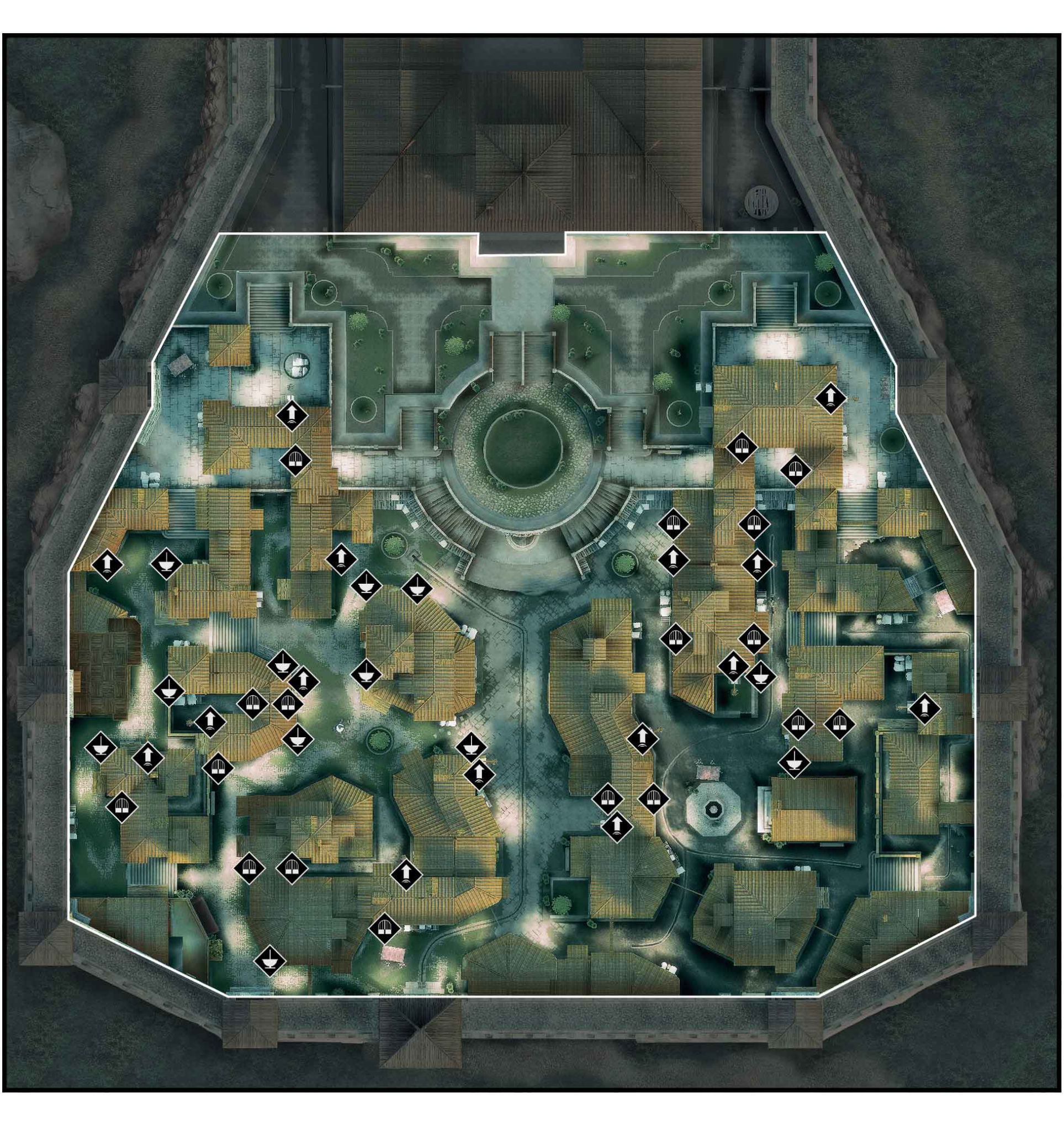
Rome

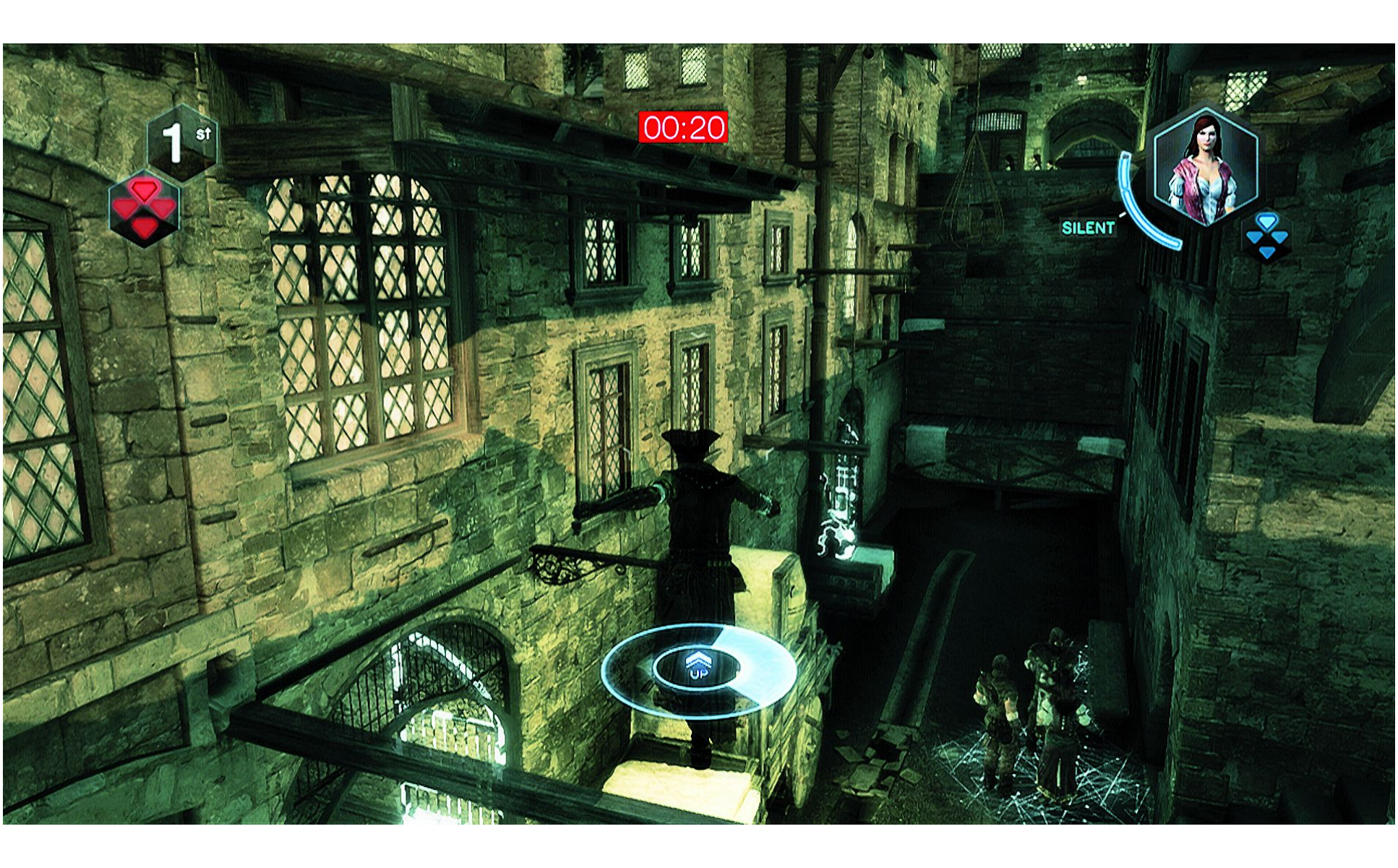




- The busy market square on the steps of the Pantheon (Fig. 1) offers plenty of blending spots and moving crowds for social stealth, but is open and exposed when your cover is broken.
- Escaping a pursuer, evacuate the marketplace and look for the Chase Breaker Closing Gates and Lifts at ground level. Aim to reach the hiding spots on the periphery of the map, using the buildings around the square to break line of sight.
- The rooftops offer a fast route across the entire map, but you'll be spotted very easily in transit.

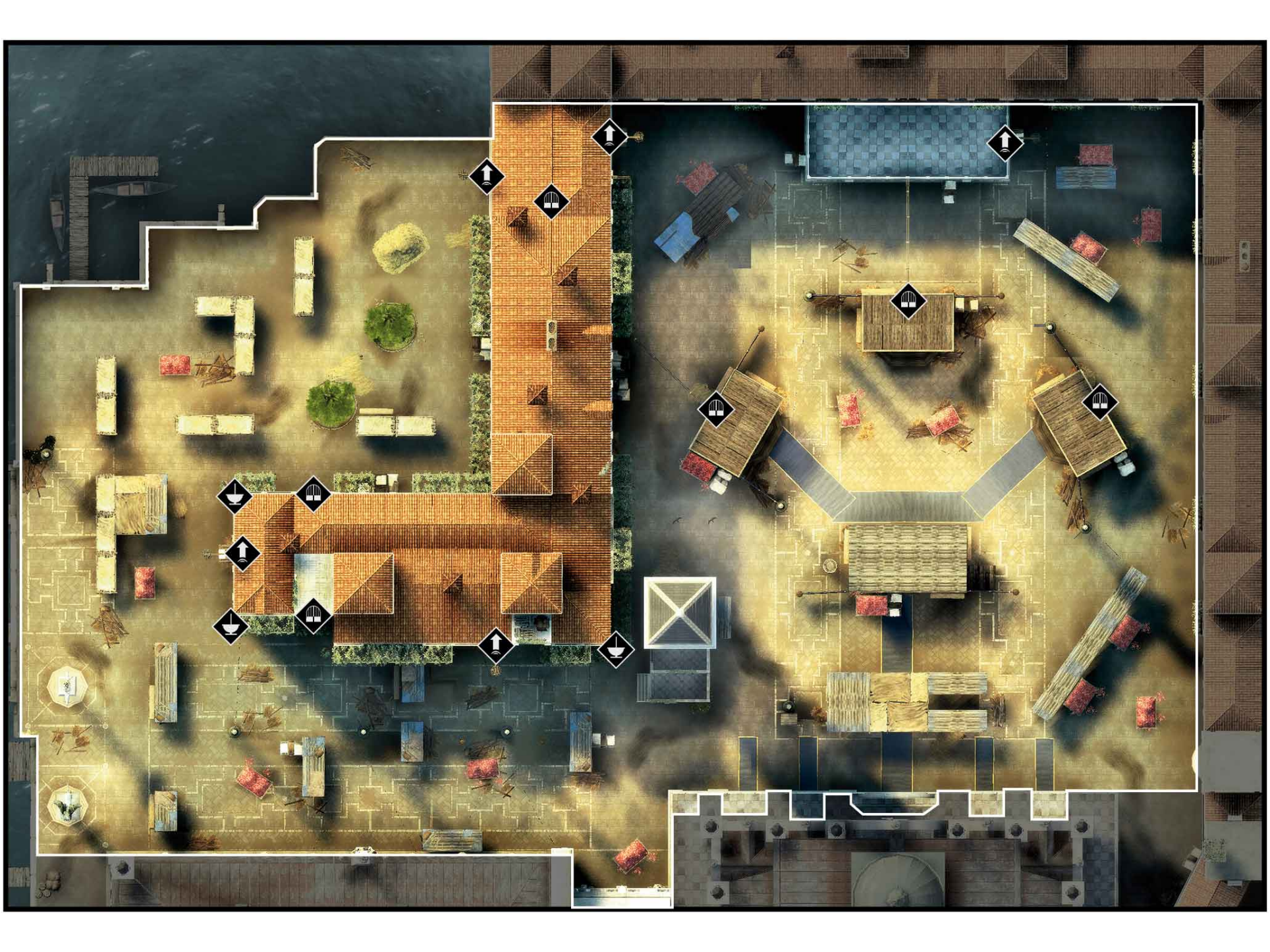
Monterrigioni

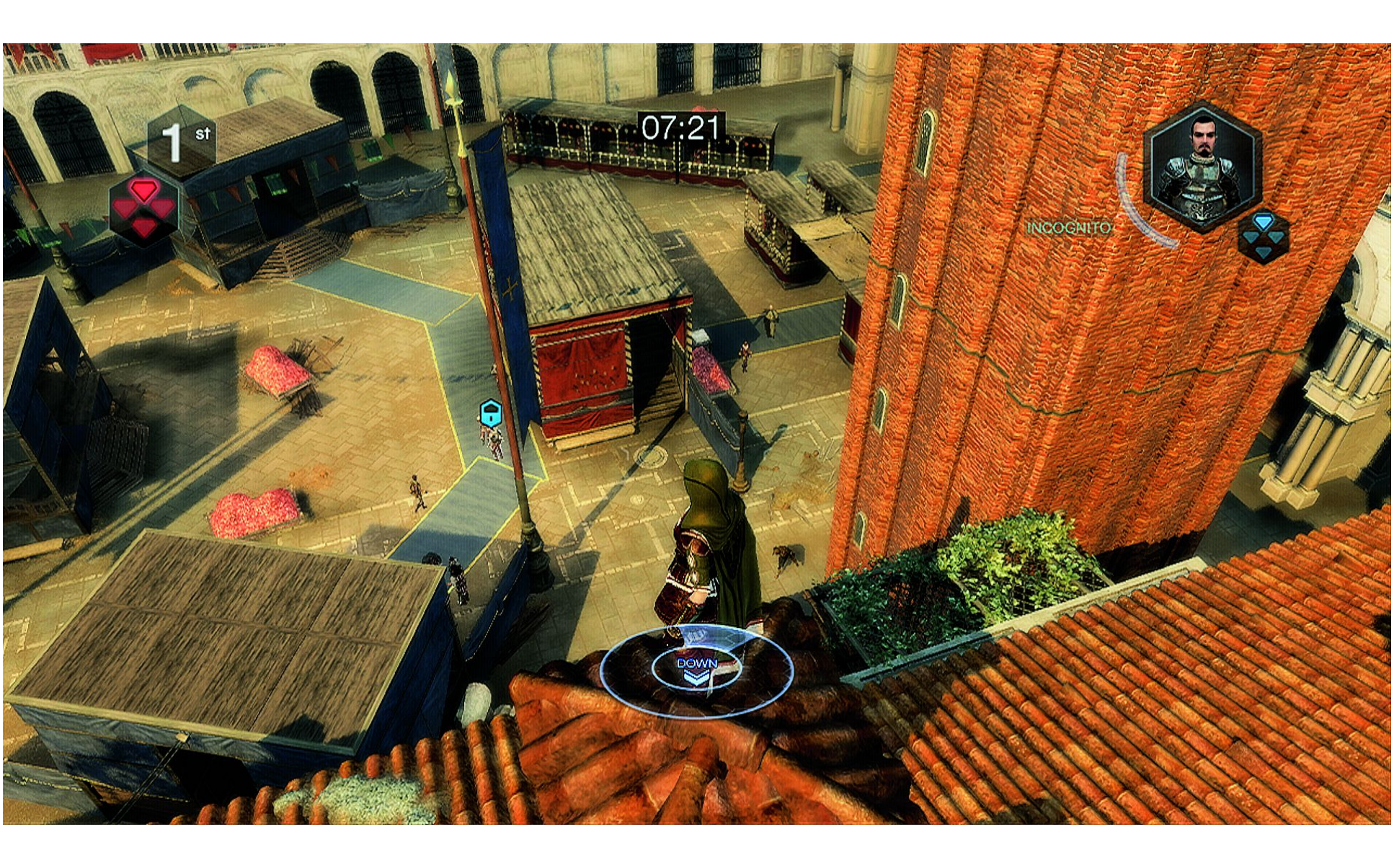




- The narrow streets favor the fleeing fugitive, with twists and turns to shake off the most persistent pursuer. This contrasts with the faster route of closely packed and readily spanned rooftops.
- There is a third path for navigating Monteriggioni, in the shape of steps and beams between street and rooftop (Fig. 2). Use this to move at speed while staying below roof level or moving from one level to the other.

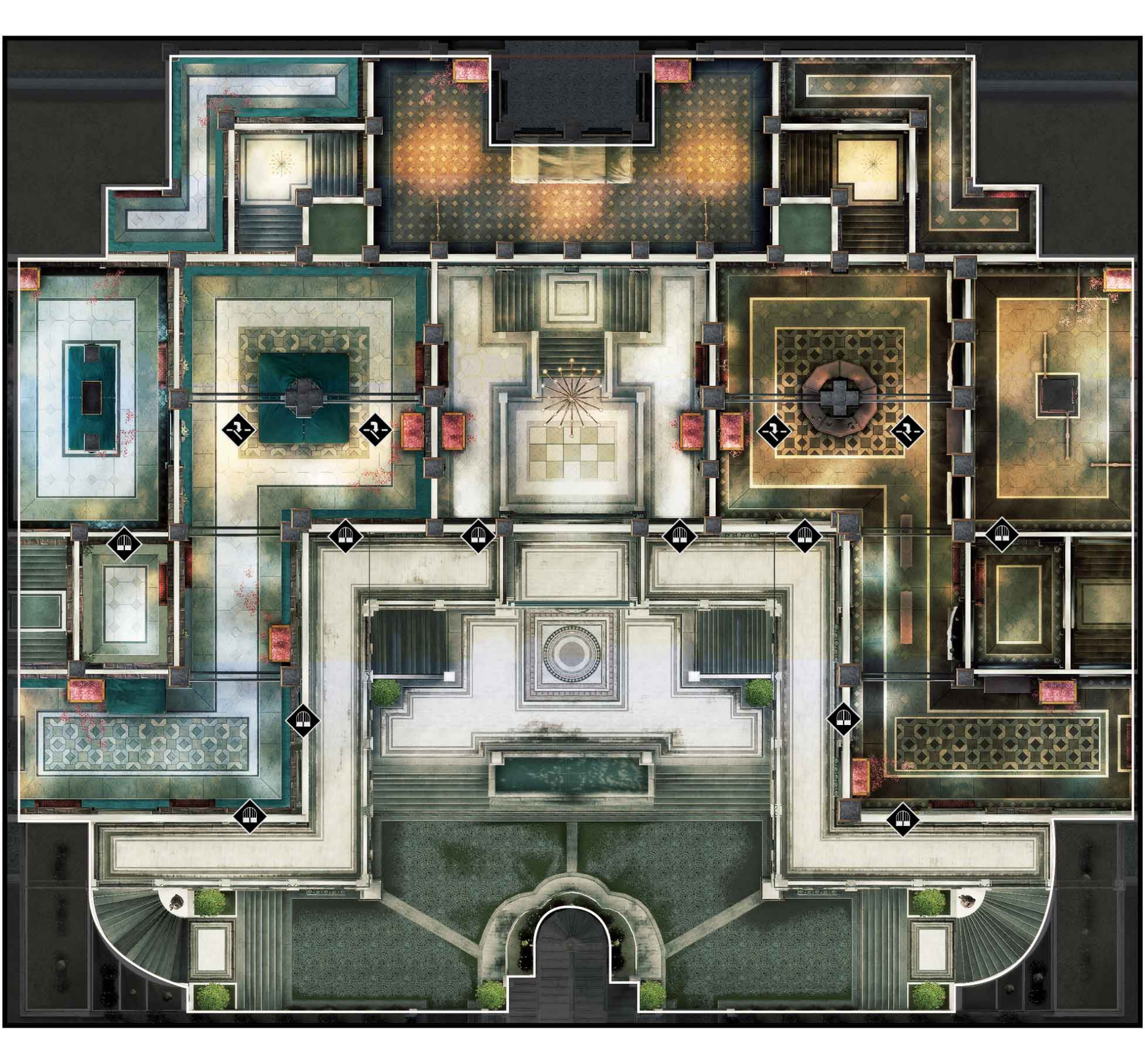
Venice

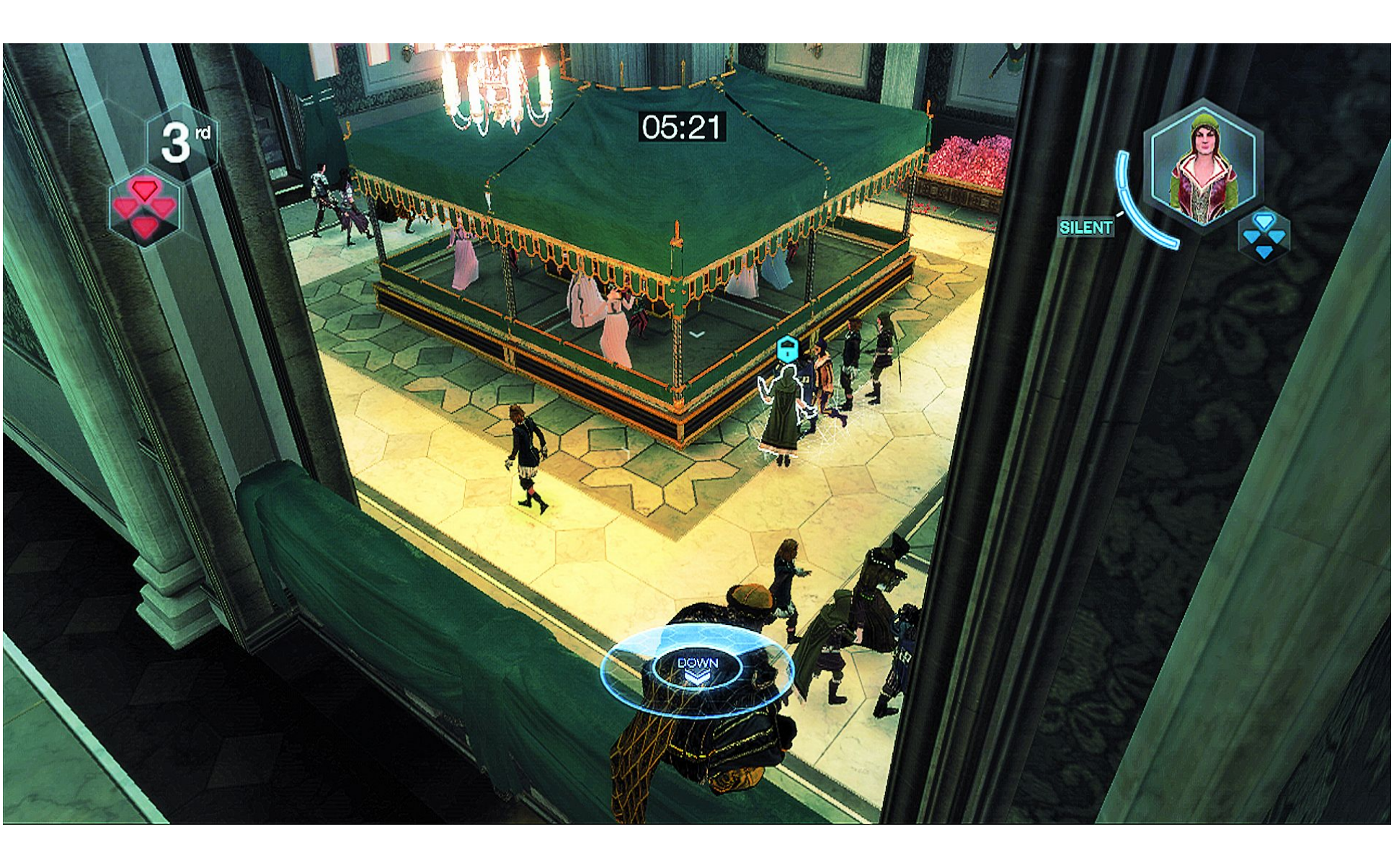




- High buildings surround Piazza San Marco, granting an excellent vantage point for spotting prey among the distractions of carnival season (Fig. 3).
- When looking to flee, therefore, the port area offers a chance of escaping a plaza encounter and a quick leap into hiding.

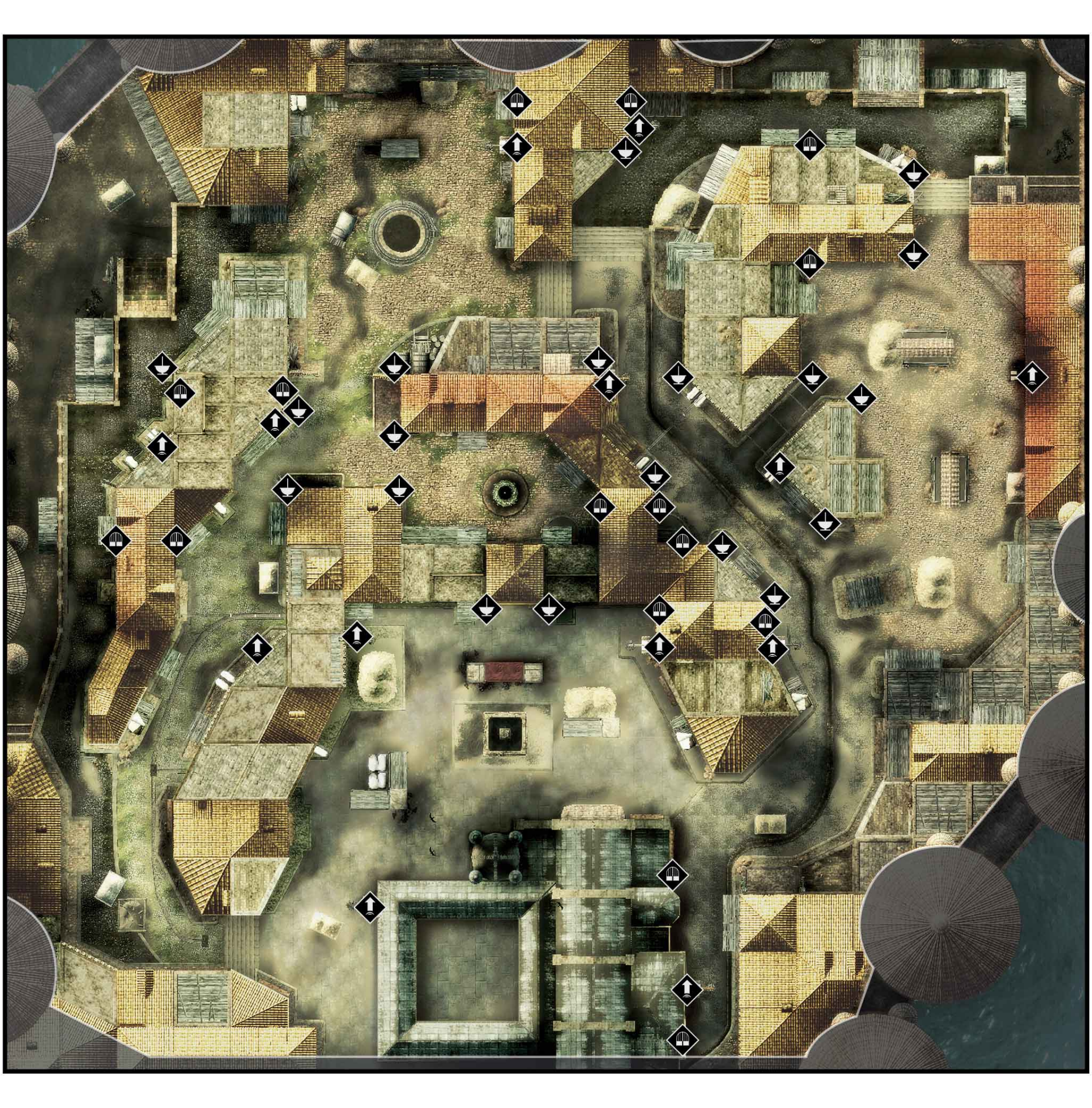
Castel Gandolfo





- Though mostly based on terra firma, the many railings and balconies of this Papal summer residence make perfect spots for Focused assassinations and aerial kills on targets below and nearby (Fig. 4).
- Though there are plenty of hiding spots in the frequent piles of soft red leaves, a pursuer will often have a good idea of where you're heading when following you down the Castel's linear corridors. So use the stained glass Chase Breakers to thwart their pursuit and buy time before turning the next corner to hide.
- In exception to the rule, you may try to use hiding spots when they are closely packed and surrounded by groups. Nearby look-alikes will make it harder for other Agents to be certain in narrowing down your location.

Forlì



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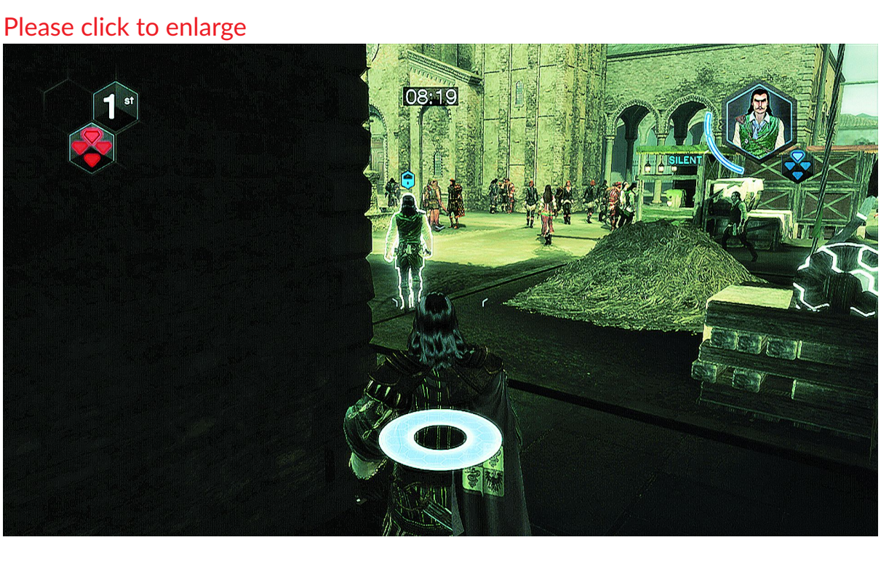
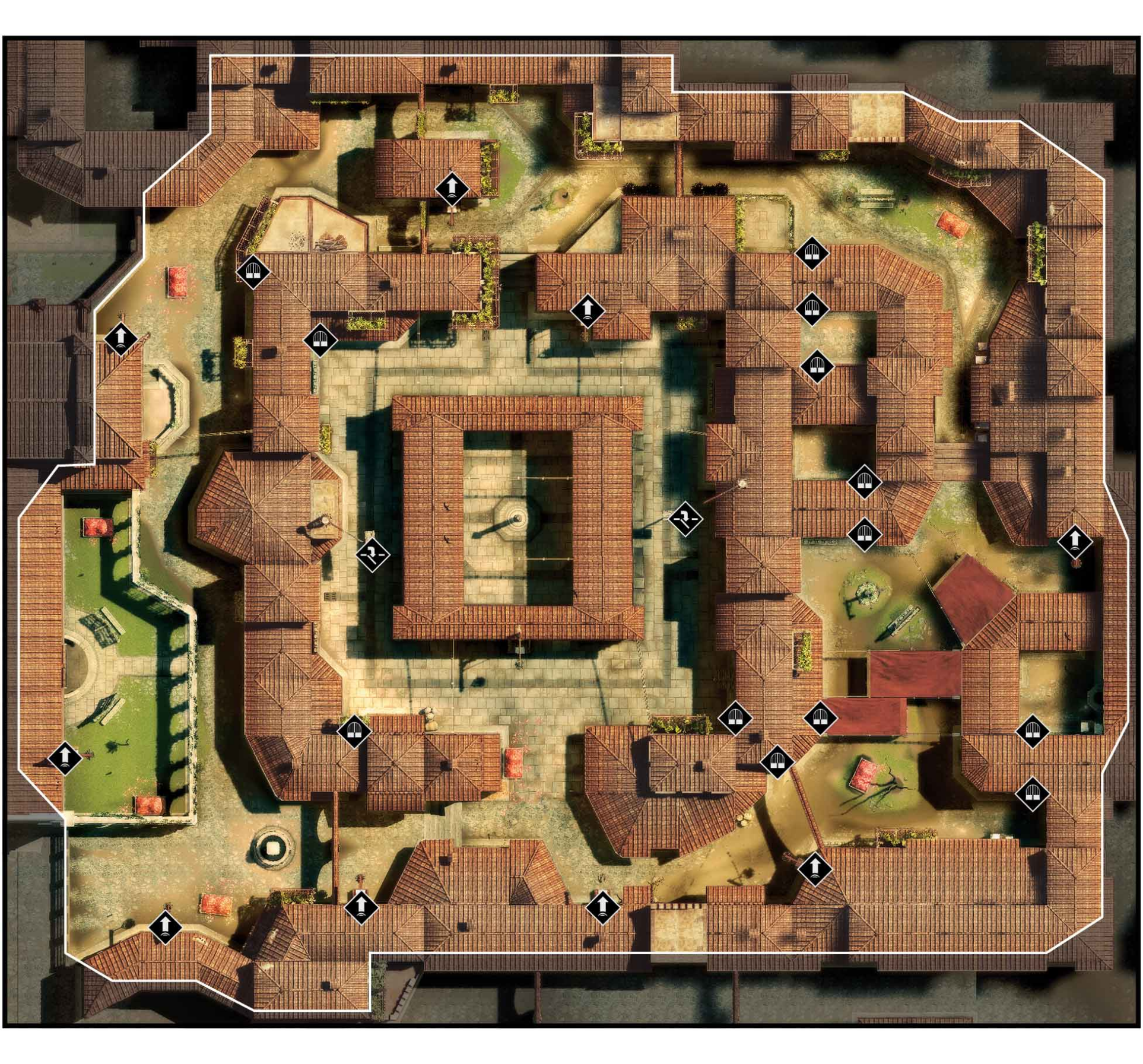
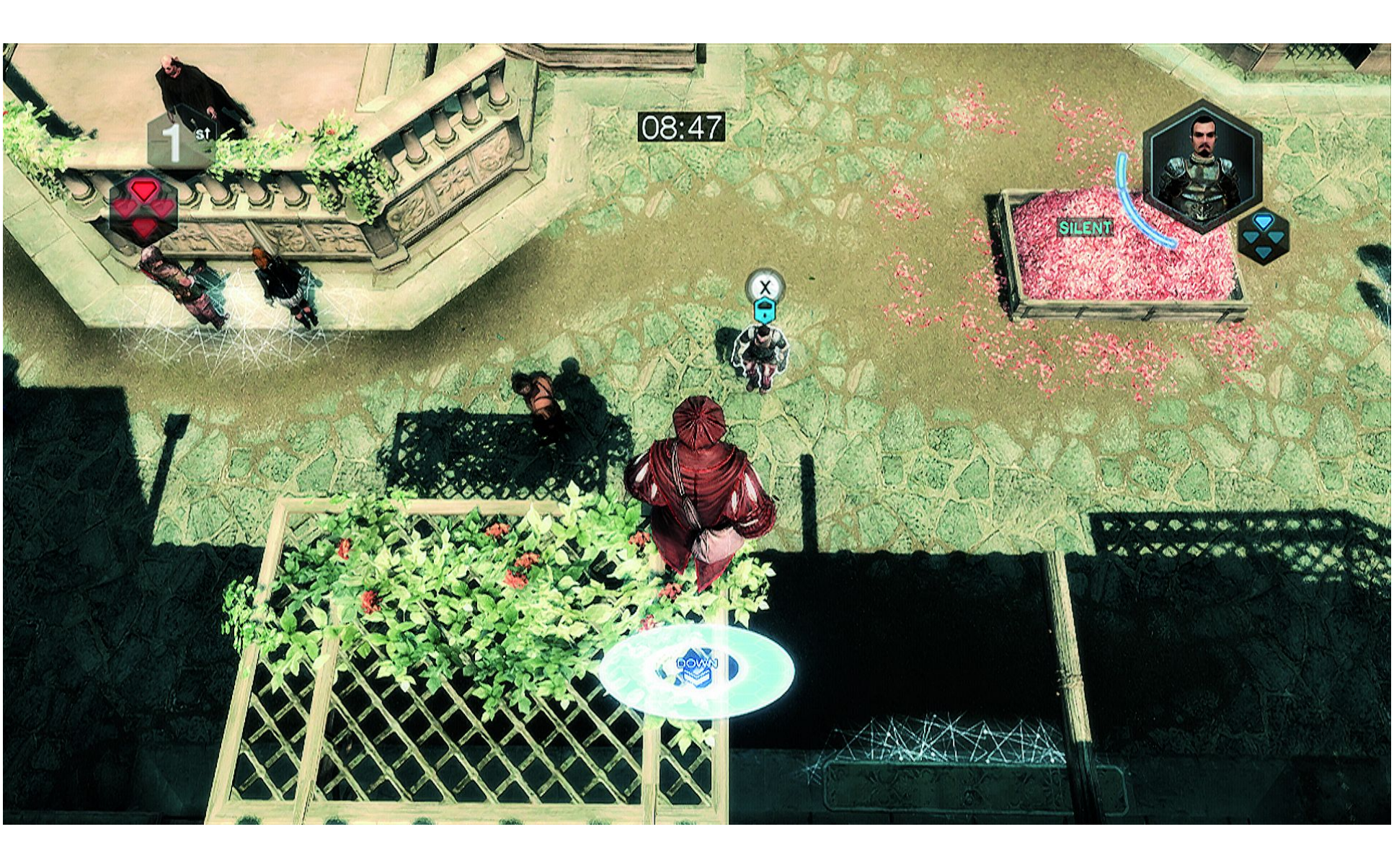


- A perfect cityscape for free running, Forlì is made for fast strikes and frantic Chases.
- Dark alleys offer classic ambush opportunities for stealthy players to strike from the shadows (Fig. 5), and for escaping targets to employ the Disguise or Morph Abilities before a retaliatory Stun. If necessary, feel free to adjust the Brightness setting in the game options.

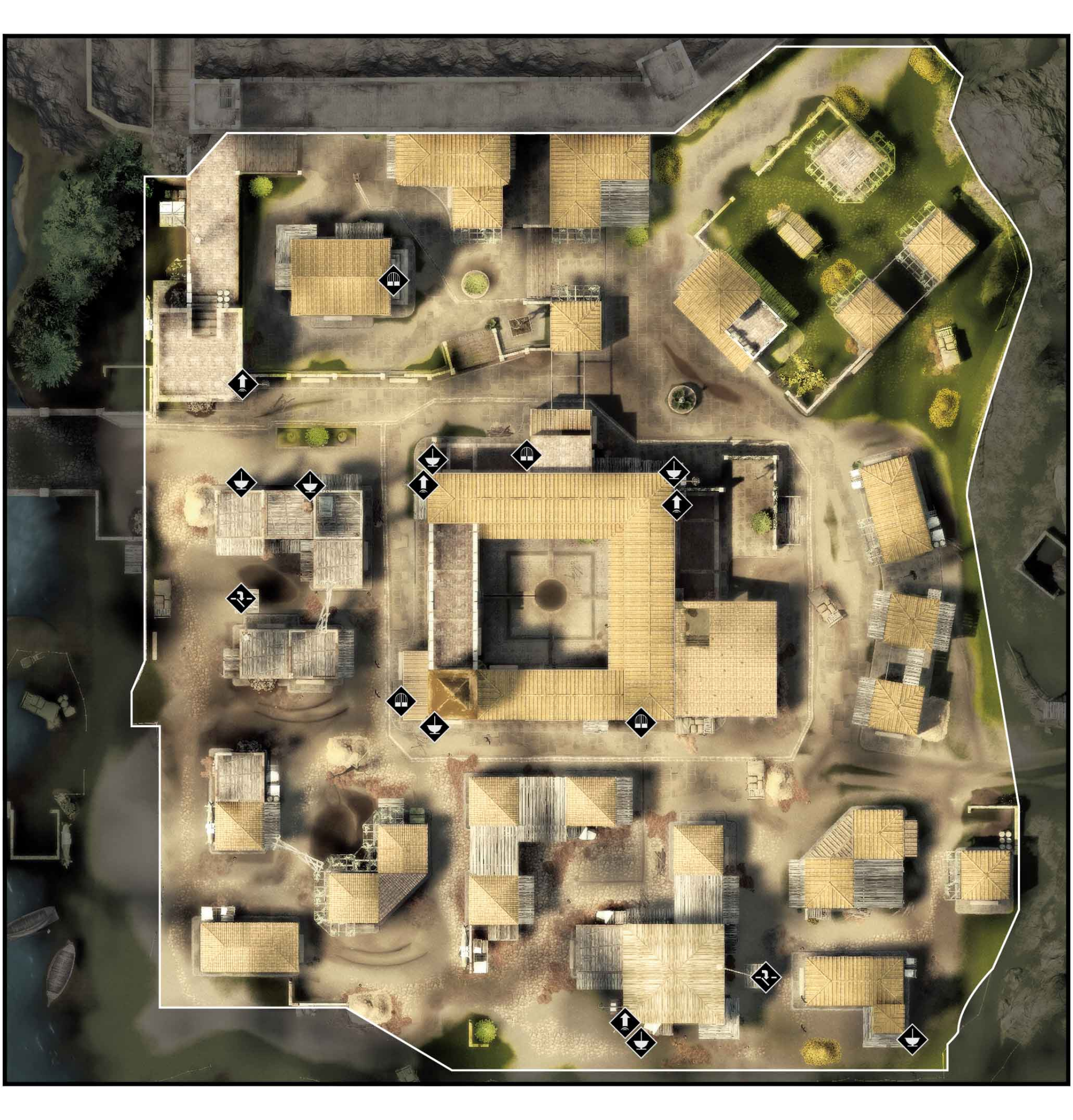
Florence

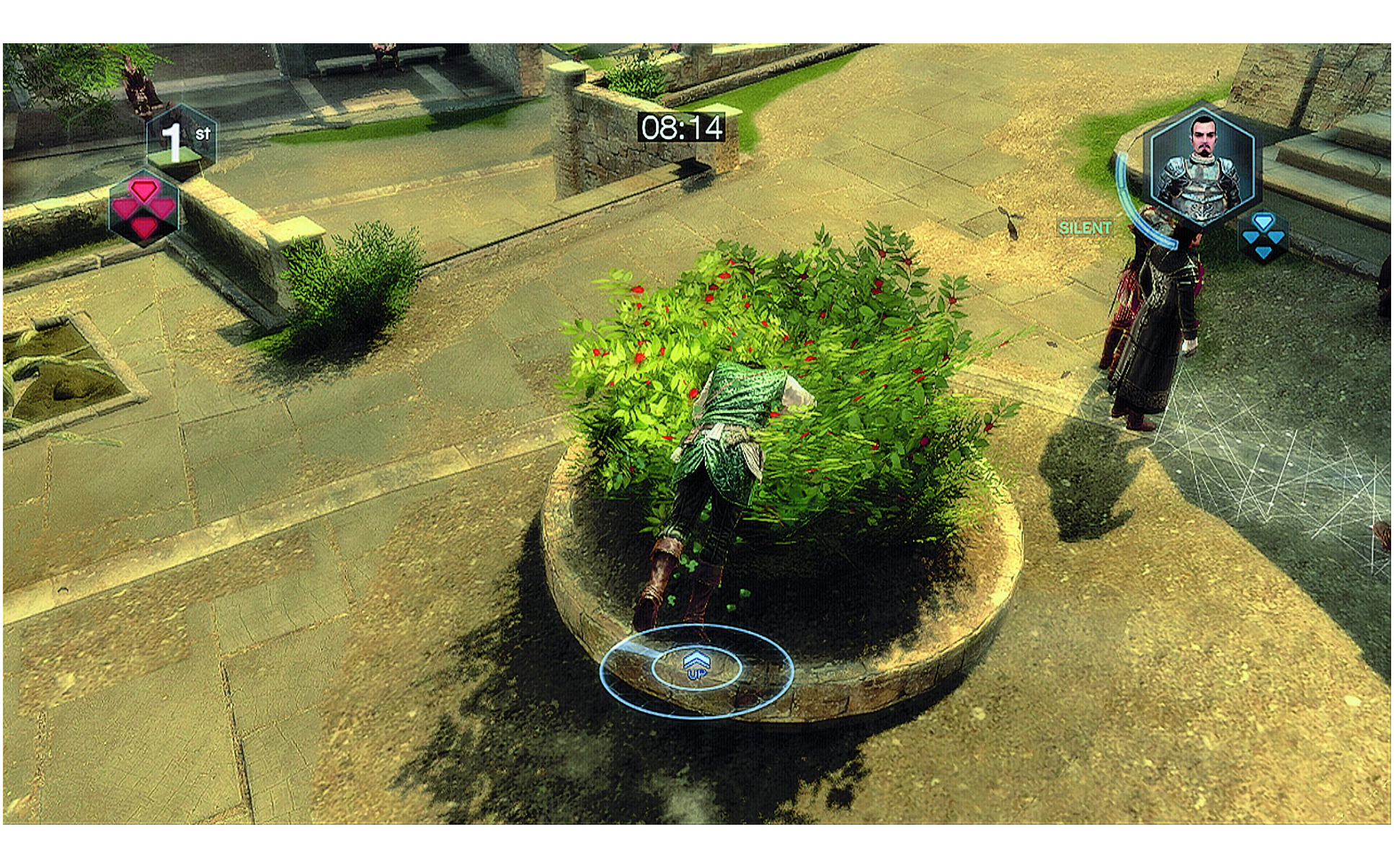




- A balanced and accessible multiplayer map, Florence presents a memorable and bustling central market with concentric routes for moving swiftly between inner and outer path or from ground to rooftop. An Escaping Agent can attempt to break line of sight in three dimensions.
- The falling platforms will interrupt a Chase across the top of the market square.
- Aerial kills, Hidden Gun exchanges and even assassinations from ledges are a frequent feature of the upper routes (Fig. 6), so watch the skyline.

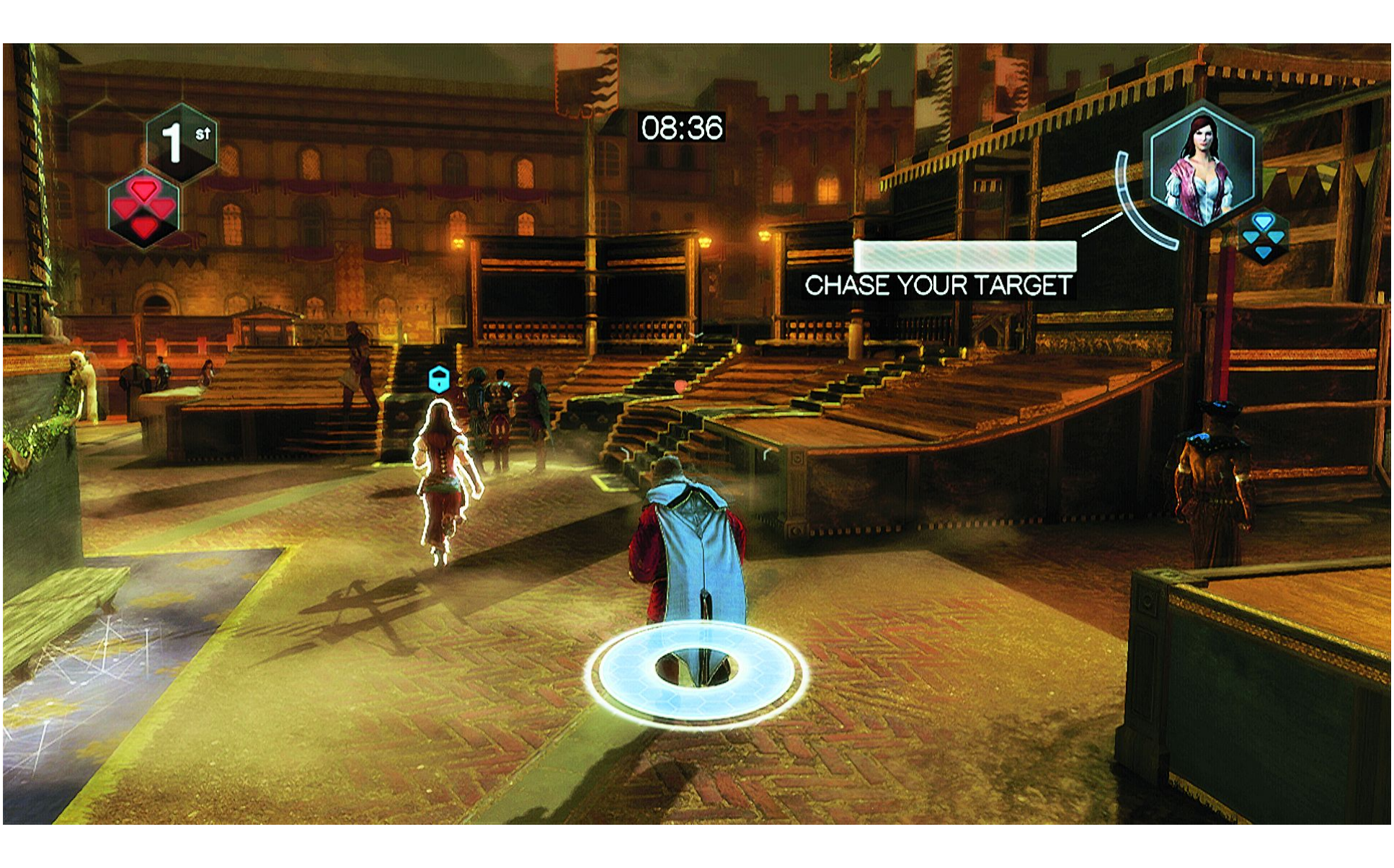
San Donato

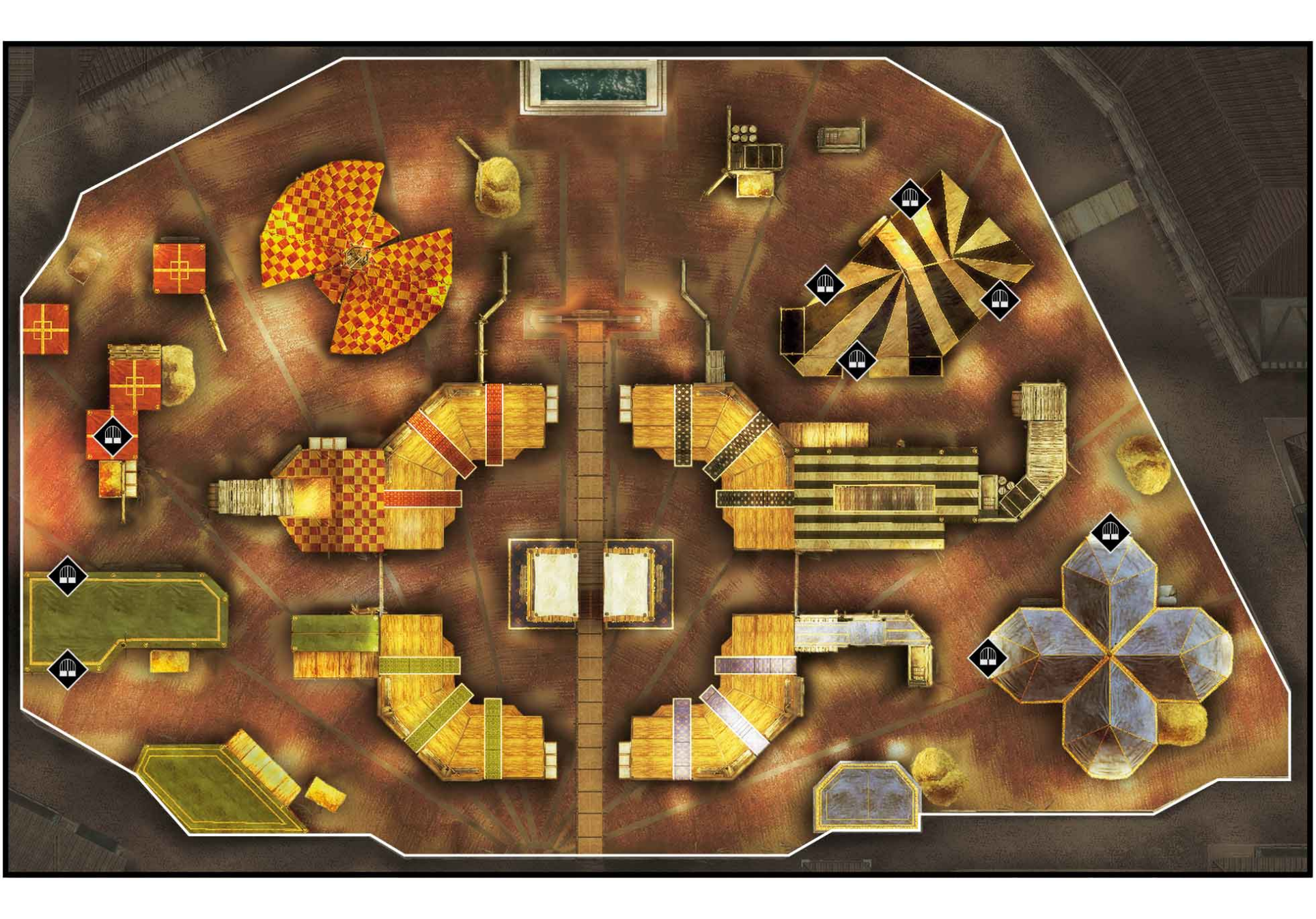




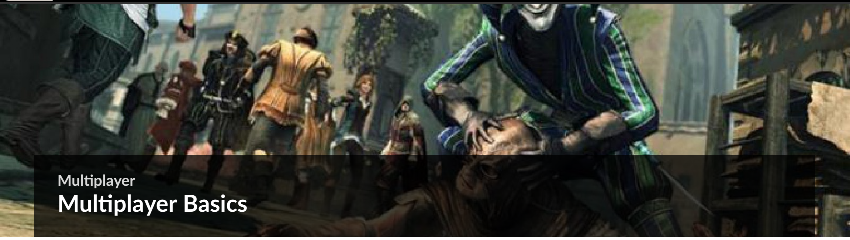
- With its low edifices and single-story buildings, this sleepy village map encourages forays into the central convent for cover. Without the use of Abilities, it can be hard to shake off a pursuer on the exposed roads.
- If you haven't encountered them before, be alerted to the fact that the bushes in leafy San Donato are hiding spots (Fig. 7).
- Even without rooftops, you may learn to lose your pursuer by squeezing through the crowds. It is faster to weave between groups than use the Shove move.

Siena





- This colorful map rules out much of the usual rooftop orienteering and free running, keeping the action largely on the ground and among the crowds.
- Enclosed on all sides by the track of the Palio horse race, which provides the celebratory mood of the map, this level can become distinctly claustrophobic during Chases (Fig. 8). In the absence of contextual environmental assistance, your knowledge and use of Abilities will play a significantly greater role in shaping your fortunes here.



Multiplayer

Multiplayer Basics

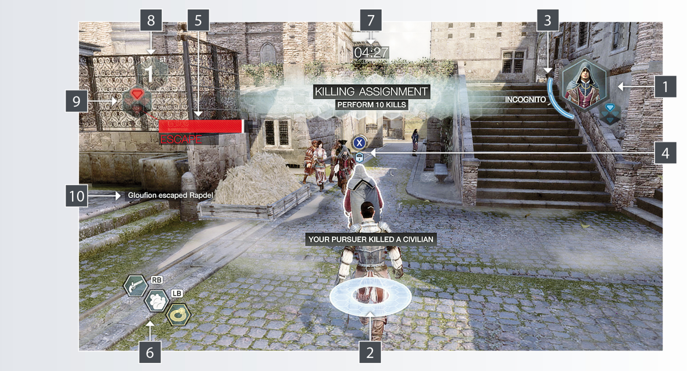
Game Principles

The ultimate aim of the game is to score more points than your competitors. While a high kill count certainly helps, the path to first place in any session also rests in scoring a variety of Bonuses that are discussed later in this chapter. For instance, approaching your target stealthily without ever raising your profile will get you the Incognito Bonus.

When a multiplayer session launches, your character will appear somewhere on the map. You will notice that all of the citizens around you resemble one of the many playable characters or "skins". Some will look identical to you. All you know at first is that the other human players are out there, hiding among the crowds, and you will be assigned a contract to kill one of them.

In this game of cat and mouse, however, you will regularly find yourself cast in both roles. As you walk the streets in search of your contract, other agents are likely to be tracking you too. A stealthy approach can be useful in staying hidden from both predator and prey, but you must be ready to change your tactics and flee over the rooftops if your own assigned hunter is closing in fast.

Onscreen Display



Target Data: Shows the skin of the agent you have been contracted to find and kill. Beware of look-alikes and disguises. Once you become acquainted with the characters, you'll only need to consult this part of the HUD once per contract. Other pursuers hunting your target appear as blue markers next to the picture.

2

Compass: Directional and height indicator of your contracted target. The width of the arc increases as you approach your target, becoming a full blue disc when you are in close proximity. The faint blue glow will turn bright blue whenever your target is in sight. Arrows may also appear on the outer edge of the compass, indicating secondary targets (blue) in team missions and enemy pursuers (red). The accuracy of your compass can be influenced by in-game events.

3

Detection Meter: How visible are you? Running, climbing, upsetting innocent citizens and other High Profile actions undertaken in view of your target will deplete this meter (and cause your controller to vibrate if applicable). If it empties completely, the target becomes aware of your presence and a Chase ensues. You begin each contract Incognito but will lose this status if you are detected.

4

Assassinate button and Lock button: A contextual visual prompt over a character's head indicates when a kill is possible by pressing the Weapon Hand Button. If a player gives themselves away by High Profile action while in sight, an automatic Target Lock Button symbol will appear over their head to the advantage of a swift-fingered enemy.

5

Chase Meter: A Chase sequence begins when the pursuer's Detection Meter is empty. The Chase Meter gives information to both protagonists using a color code:

Chase Meter	Meaning
🟥	The target is in the pursuer's line of sight.
🟨	The target broke the pursuer's line of sight.
🟦	The target broke the pursuer's line of sight and is now hidden.
⬜	The pursuer's Chase Meter color.

6

Abilities, Perks and Streaks: Icons in these slots show what Abilities, Perks and Streak Bonuses are currently available to you. Abilities recharging in Cooldown are replaced by a hexagonal timer until available again.

7

Remaining Time: The countdown to the end of the round. As time runs out, throw caution to the wind and run for your last contract.

8

Current Scoring Position: Victory is handed to the player with the most points at the end of the round. Finish in first, second or third place for a Podium Bonus.

9

Number of Pursuers: The number of red markers indicates how many agents are stalking you.

Session Events: Rolling news of Kills, Bonuses and other events happening in the round.

Gameplay Differences

Multiplayer operates a shorthand version of the solo game, removing your inventory and extensive combat moves to focus on free running, social stealth and assassinations. There are no guards to kill here and all environmental interactions are automatic.

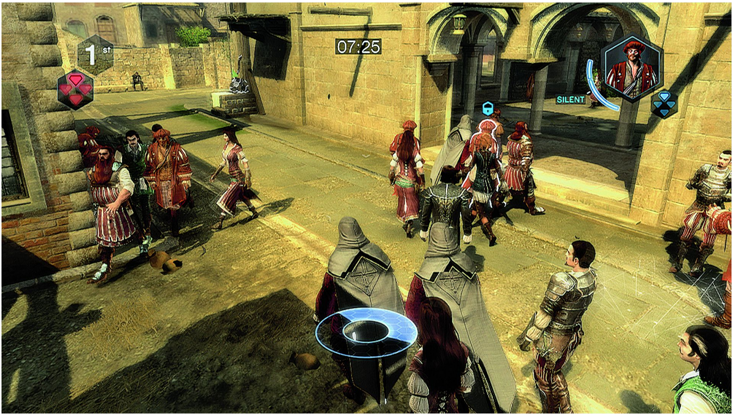
At the same time, you'll be slowly mastering a host of new game-changing Abilities and learning to absorb relevant alerts from the considerable amount of information provided by your completely new multiplayer HUD. The display can be a tad overwhelming at first, but you'll grow comfortable with registering its (helpfully, bright red) warning signs and ignoring the rest so that you aren't distracted from events happening in the game world.

Quality assassinations must be improvised, not planned, and there is a new golden rule: keep moving. Never stay still for too long, or think that you can lurk in wait for your target. Somebody, somewhere, and getting closer by the second, has a Compass leading them straight to your location.

Another important difference you need to bear in mind is that you may not be the only assassin hunting your prey. Multiple contracts can be awarded on the same target, meaning that you will lose out if someone else beats you to the kill.

Controls

BUTTON DEFINITION	COMMAND
Movement Stick	Basic Movement
Camera Stick	Camera Control
Quick Select Buttons	Switch Targets in Team modes
Legs Button	Fast Walk; Sprint / Jump (High Profile mode only)
Empty Hand Button	Stun; Shove (High Profile mode only)
Weapon Hand Button	Assassinate
Target Lock Button	Lock Target
High Profile Button	High Profile Mode
Call Assassins Button	Ability 1
Weapon Select Button	Ability 2
Center Camera Button	Center Camera
Pause Button	Menu
Map Button	Player List



The first move to note is the Fast Walk. Adopting it by casual default, you can use Fast Walking to make headway without any cost to your Detection Meter. Some characters (like the Captain) have more pronounced Fast Walk animations than others. If you are forced to flee, the Shove button can be held to bash through civilians in your path.

While walking through crowds, you will notice the Assassinate icon flicking up above the civilians in your path. Killing the innocent will lose you your contract, so this is where the Lock function comes in useful. Press Lock when the target is in your immediate sight or hold Lock to aim at the target accurately from a distance. A blue padlock will then appear over their heads (Fig. 1), singling them out and keeping track of them briefly if you lose sight. The advantage of the Lock when approaching your target is that the Assassinate icon only appears for them, enabling you to strike at your chosen moment. Nor do you risk killing innocents in a rash moment if your intended victim makes a sudden break. The Lock vanishes if you lose sight of the target for more than a few seconds.

If an enemy visibly makes a High Profile move, a Lock button icon will appear over their heads.

Chases and Escape

A Chase sequence begins when the pursuer's Detection Meter is empty. The most frequent cause is failure, as it means a hunter revealed themselves to a target through High Profile actions while in sight and sustained this open approach long enough to empty the Detection Meter.

Once you are assigned the role of pursuer, the Chase Meter appears as a white bar on your HUD. You must now kill your target before they can hide from you again. If you can keep your target in sight then they will be unable to hide. But as soon as they turn a corner or disappear from view, your Chase Meter will start to slip away too. If the white bar empties completely, they will have achieved an Escape and you will have lost both the Chase sequence and the contract. So it's a good idea on most maps to start free running and gain some height, expanding your panorama from the vantage point of the rooftops. Not only will your target have to work harder to hide, but you'll increase the effective range of assassination through free running tackles and aerial kills (with a score Bonus for the latter). Pertinent Abilities at your disposal, such as the Sprint Boost, should also be put to use. You only have to regain sight of your target to refill the Meter completely, so be warned that a Chase can cost valuable match time if you don't conclude quickly.

Now, let's imagine the scenario reversed. When your HUD detects an assailant closing in fast and starts screaming, the red bar of a Chase Meter appears and the race is on. Red indicates that your pursuer can see you. Red arrows around the Compass tell you their direction if visible. Your first action should be to break free of their line of sight, by turning plenty of corners, entering buildings or dropping out of view. Use Chase Breakers to gain distance. If you succeed, the Chase Meter will turn yellow and begin to recede. Make yellow status and you can then slip into a hiding spot to turn the bar blue. The blue Meter will decrease rapidly while you are hidden. If the assigned killer fails to catch you before the Chase Meter expires, you will have achieved an

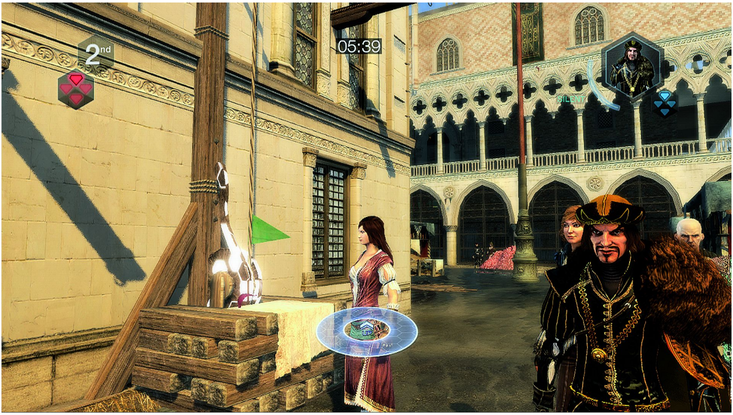
Escape and your hunter will lose the contract on your head (meaning you can no longer Stun them). Successful Escapes earn extra points.

Even if your pursuer catches up with you, hope remains right up until they hit the Assassinate button. With luck or good tactics you can strike them first with your character's Stun move, incapacitating them for a few seconds and earning you extra points. But the Stun has a much shorter range than Assassination, so you will normally lose in a straight head-to-head. Wait until your enemy has passed by and then strike them in the back, always aiming to Stun by surprise.

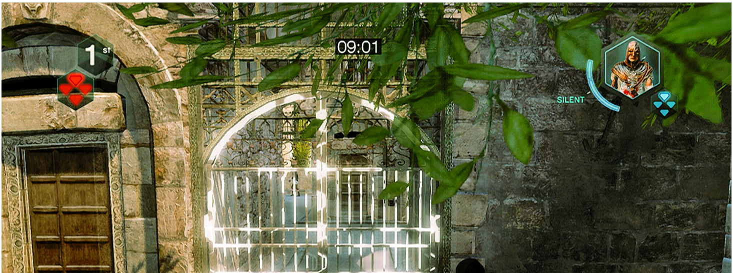
Chase Breakers

Each map boasts a number of strategically placed Chase Breakers to help targets evade their contract killers. There are four types to look for, readily identified by the white shimmer of their Animus matrix outline. In their different ways, these devices will all put space between you and your pursuers. Chase Breakers are triggered by any High Profile activity such as running, so you can pass them stealthily without incident. They also reset in a short period of time, so you need to make good use of the valuable seconds they buy.

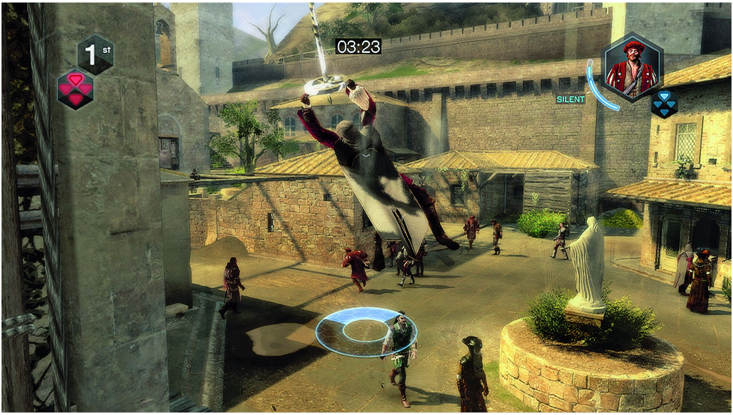
Lifts



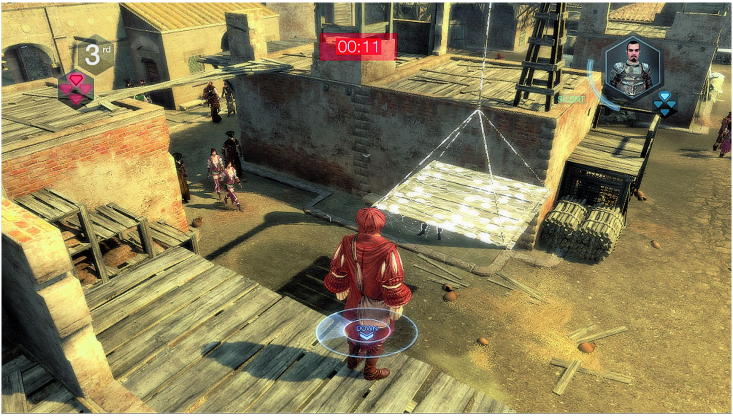
Closing Gates



Corner Helpers



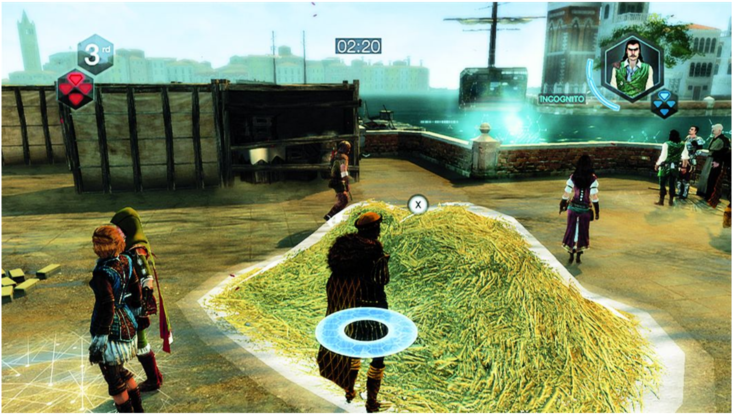
Falling Platforms



Hiding Spots

Haywains, bushes and straw piles are the most obvious hiding spots featured in the multiplayer game, completely removing you from view. All kills made from hiding earn a generous point bonus, but with the obvious drawback that your character remains fixed to the spot while another Agent may be closing in on your position. Furthermore, entering and leaving a pile of hay is clearly not the behavior of an innocent civilian to anyone watching.

Social stealth is the more common method of finding a hiding spot, either by blending with a crowd of bystanders or by sitting on a bench. It is easier to slip naturally and in Low Profile from one group to another, always traveling; and you need only move briefly through a passing crowd when closing on your target to earn the Bonus. A brief spurt of Fast Walk will let you catch up and mingle with citizens walking ahead of you.



A good hiding spot is the fastest way to curtail a Chase. Bear in mind that if you successfully escape after a pursuit, it should not matter that your killer still catches up as they will have lost their contract on your head. Your judgment on whether to stay put or flee as they approach will thus be based on how much time they have left on the Chase Meter to evict you from your hiding spot.

When a hiding spot is occupied, the Assassinate button that appears above it will present an opportunity for pursuers to leap in and kill their hidden target (Fig. 6).

Game Modes

Having privately got to grips with the controls in the solo Introductory tutorial, players should then jump straight into the online Wanted and Alliance modes to get a feel for the true game against human opponents. The additional Advanced Wanted and Manhunt modes will be available as downloadable content.

Mode	Players	Objective	Duration	Description
Introductory	1	Kill 3 assigned targets.	Unlimited time	- This is only intended as a one-off tutorial. - However on replay it presents plenty of opportunities for experimentation and comprehending Kill Bonuses.

Wanted	6-8 lone agents	Achieve the highest score by killing assigned targets.	1 round of 10 minutes	• Your objective is to assassinate designated targets, being both predator and prey. • You may only kill your contracted target. • Pursuers can be Stunned to score points and Escape. • Killing civilians breaks your contract and reveals your position to enemies.
Alliance	3 teams of 2 players	Achieve the highest score of all teams.	2 rounds of 4 minutes	• Co-operate with your partner to maximize points by scoring various Team Bonuses. • Because your target is now another team, you have a choice of two targets and may switch between them at any time to complete the contract. • Teammates share the same Character skin.
Advanced Wanted	6-8 lone agents	Achieve the highest score by killing assigned targets.	1 round of 10 minutes	• This mode rewards a more sophisticated demonstration of stealth gameplay. • Hiding and Low Profile actions are harder to detect for pursuers.
Manhunt	2 teams of up to 4 players	Achieve the highest score of all teams.	2 rounds of 5 minutes	• Team up with friends to play alternatively the pursuers or the targets. • Employ offensive or defensive tactics to maximize your score.

Match Types

Choose your Match Type, whether you are a solo gamer looking for online opponents or one of several friends wishing to play together. If level progression is important to you then be aware of the limitations on Private matches – in the interest of fairness, groups are obviously discouraged from conspiring to achieve record scores or feats. Ranked matches are your chance to prove yourself against the world, so expect to find the toughest competition here.

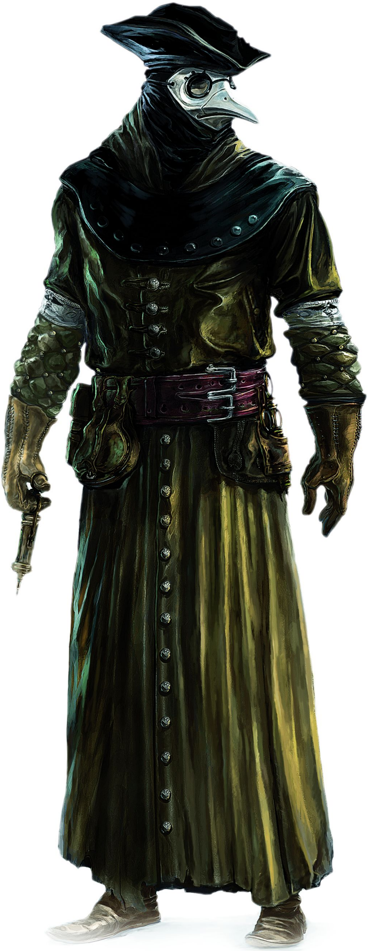
Type	Map	Join Friends	Invite Friends	Progression				Stats Update
				XP/Levels	Challenges	Rewards	Trophies & Achievements	
Public	Random	✓	✓	✓	✓	✓	✓	Leaderboards & Personal
Ranked	Random	×	×	✓	✓	✓	✓	Leaderboards & Personal
Private	Chosen by session host	✓ (if invited)	✓	×	×	×	×	None

Playable Characters

Abstergo Agents entering the simulation may choose from a range of avatars before each match. Though weapons and animations differ, there is no actual playing difference between them. The choice of "skin" is thus one of personal expression and favorites, with online play inviting you to show off your experienced status or display your unlocked and purchased character content.

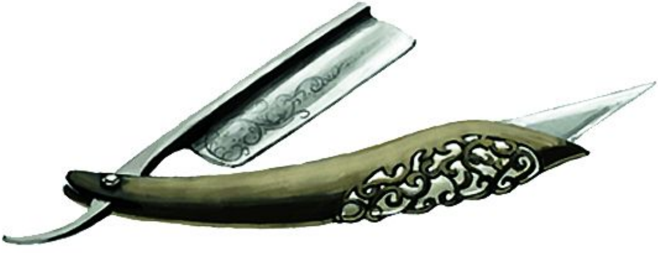
Level progression rewards the player with custom packs for both gear and color schemes, enhancing the in-game appearance of every character with more decorative costumes and new livery colors respectively. Using the Customize option in the game menu, you may select from the schemes you have unlocked to establish presets before playing.

The Doctor



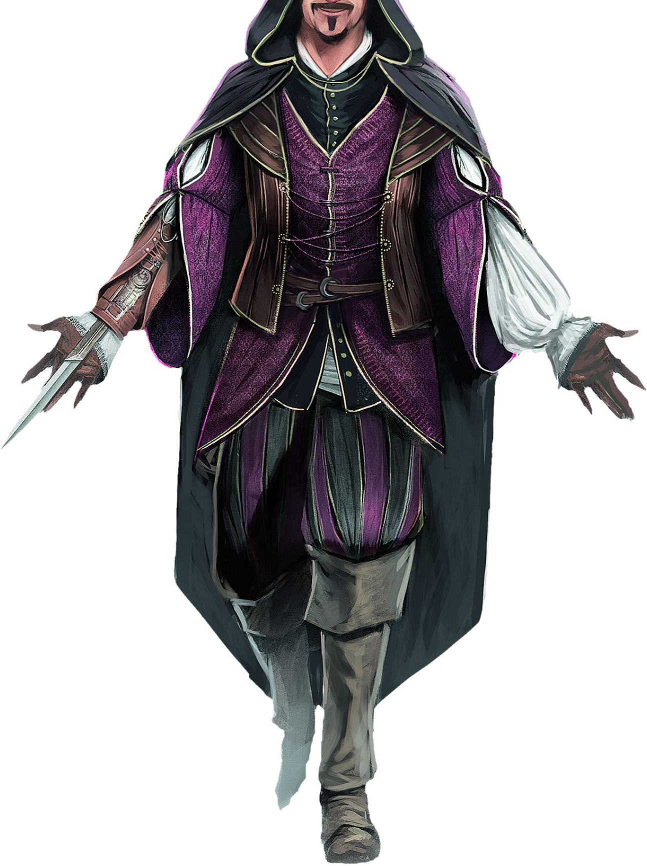
Name	Weapon	Availability
Malfatto	Syringe	Default Character

The Barber



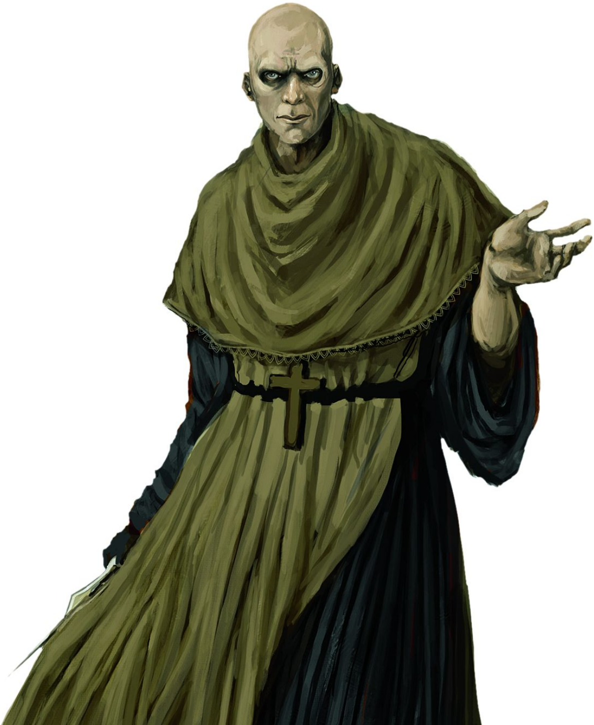
Name	**Weapon**	**Availability**
Baltasar da Silva	Razor	Default Character

The Prowler



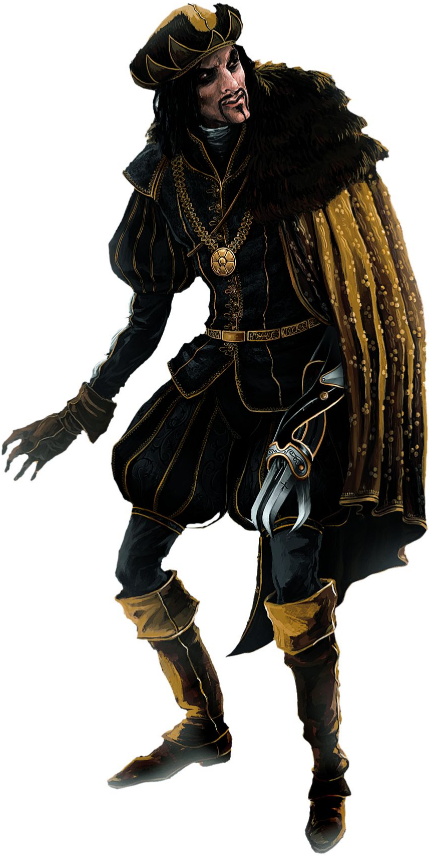
Name	Weapon	Availability
La Lupo	Hidden Blade	Default Character

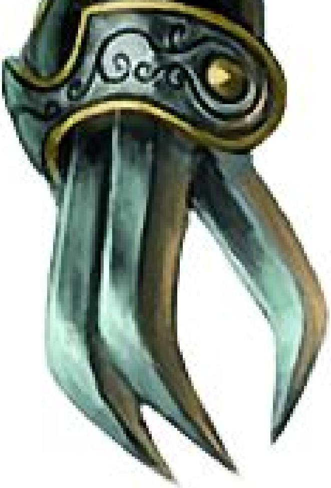
The Priest



Name	Weapon	Availability
Brother Ristoro	Holy Blade	Default Character

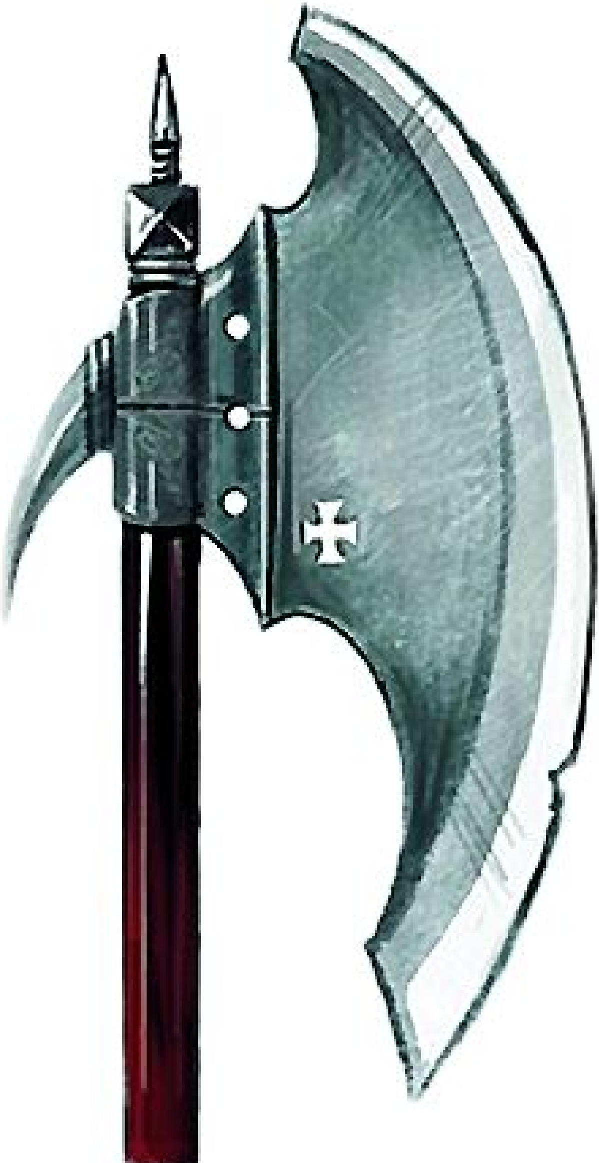
The Nobleman





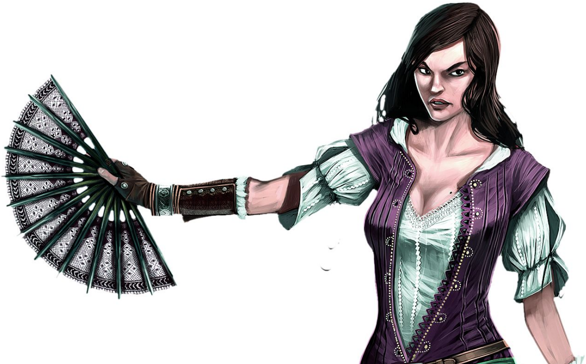
Name	Weapon	Availability
Silvestro Sabbatini	Claws	Default Character

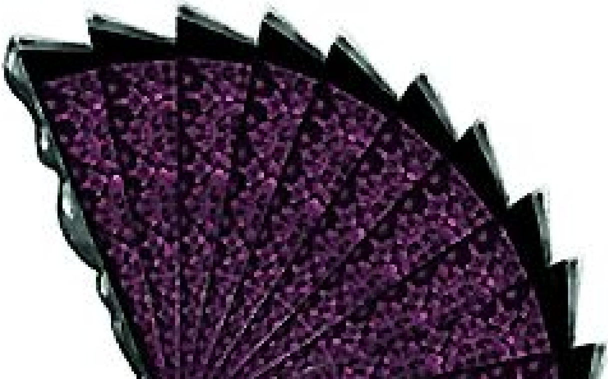
The Executioner

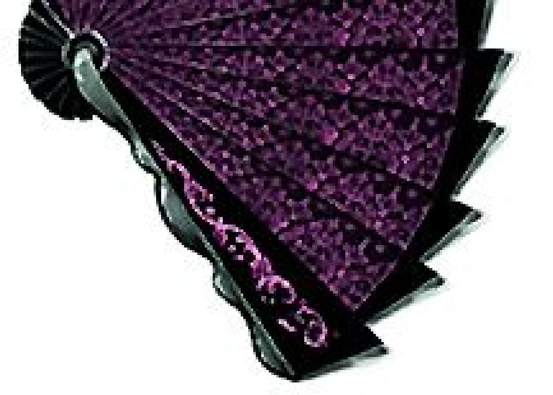


Name	Weapon	Availability
Il Carnefice	Axe	Default Character

The Courtesan

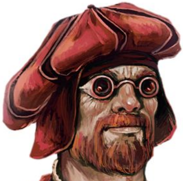


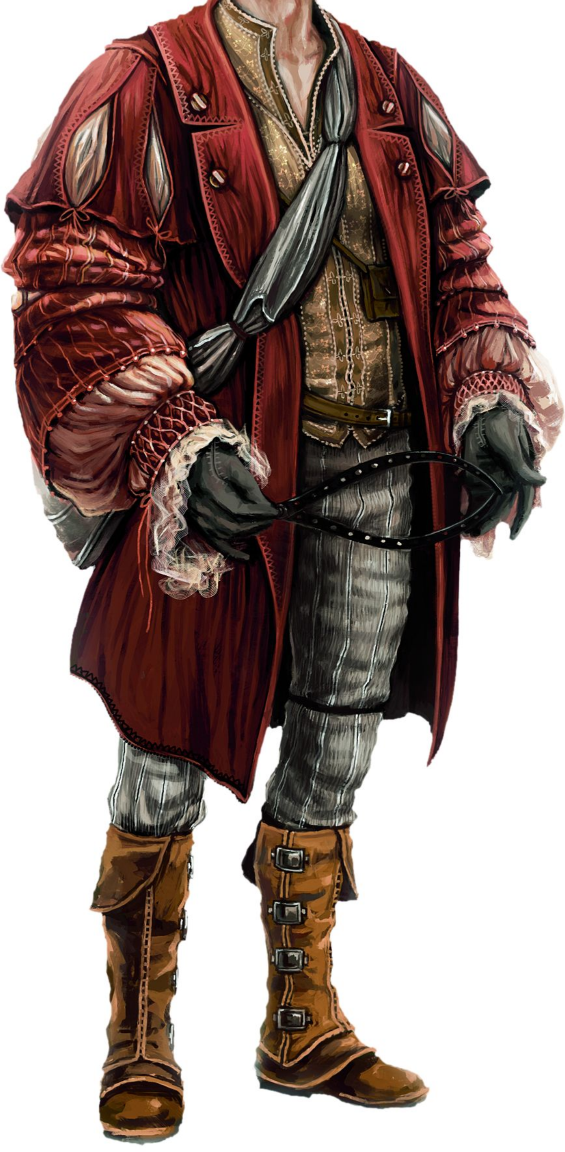




Name	Weapon	Availability
Fiora Cavazza	Fan Blades	Default Character

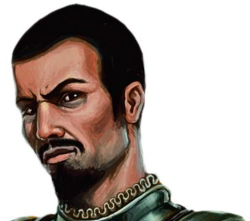
The Engineer

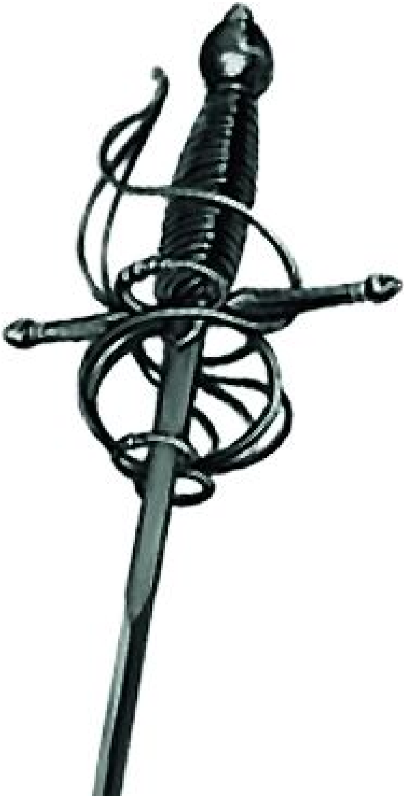




Name	Weapon	Availability
Gaspar de la Croix	Compass	Default Character

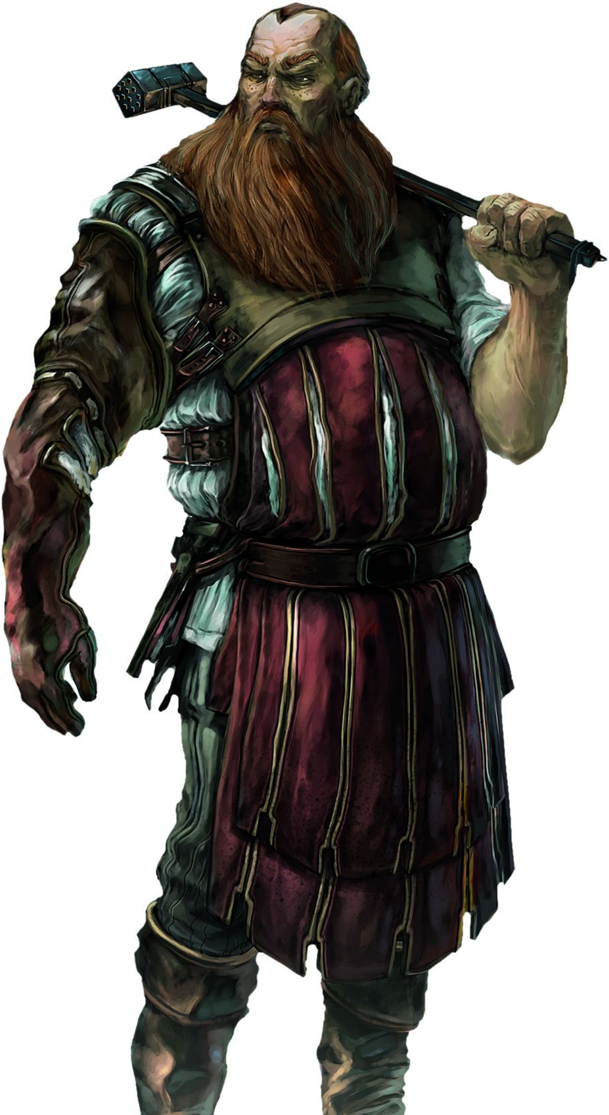
The Captain





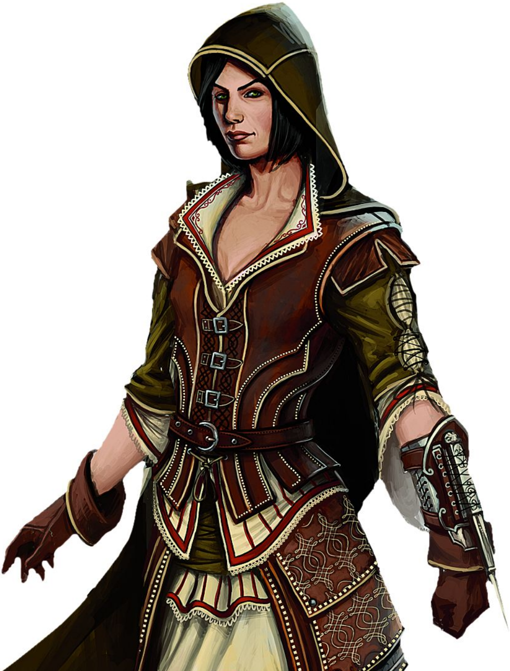
Name	Weapon	Availability
Donato Mancini	Sword	Default Character

The Blacksmith



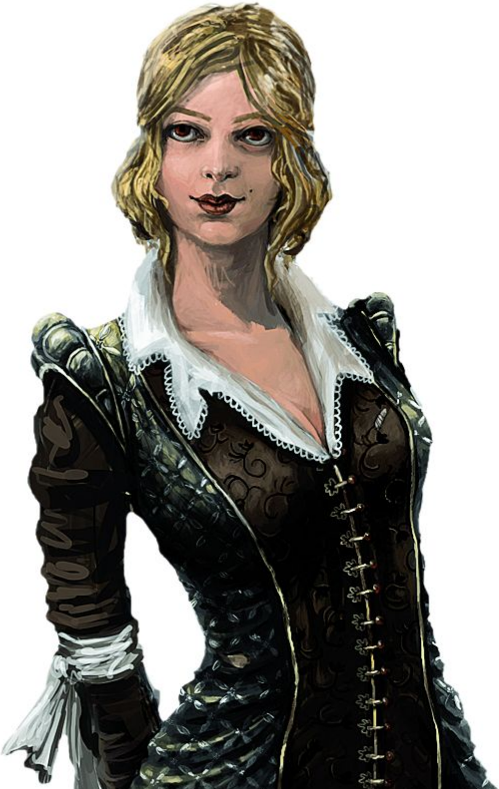
Name	Weapon	Availability
Auguste Oberlin	Hammer	Unlocked at Level 15

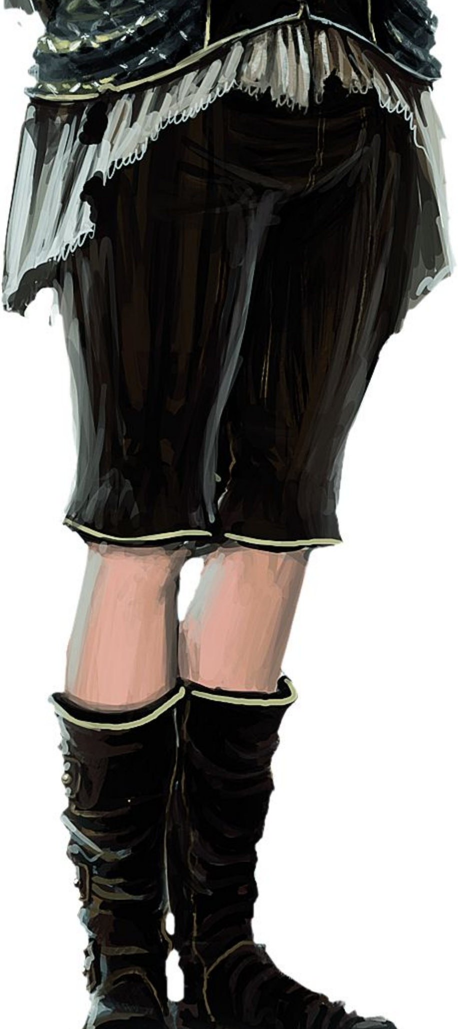
The Smuggler



Name	Weapon	Availability
Lia de Russo	Hidden Blade	Default Character

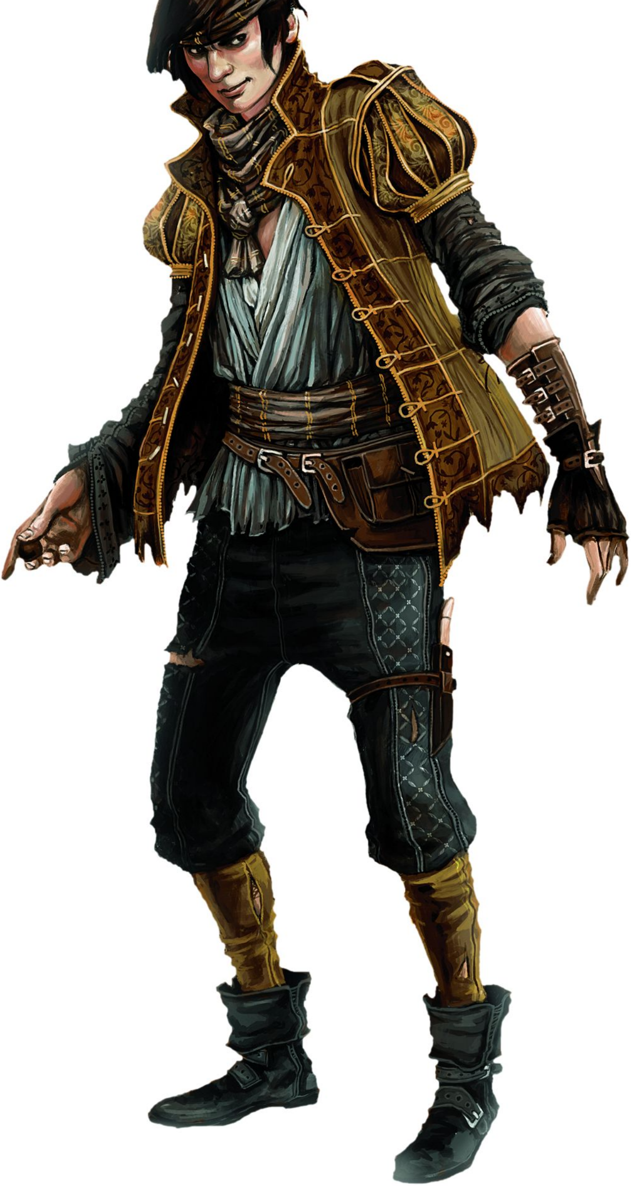
The Thief

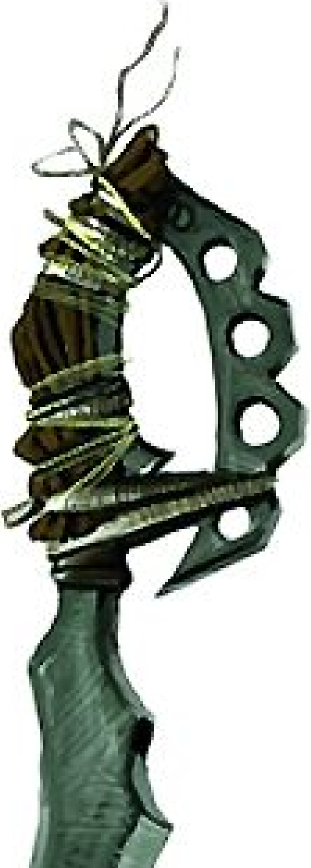




Name	Weapon	Availability
Faustina Collari	Scissor	Unlocked at Level 25

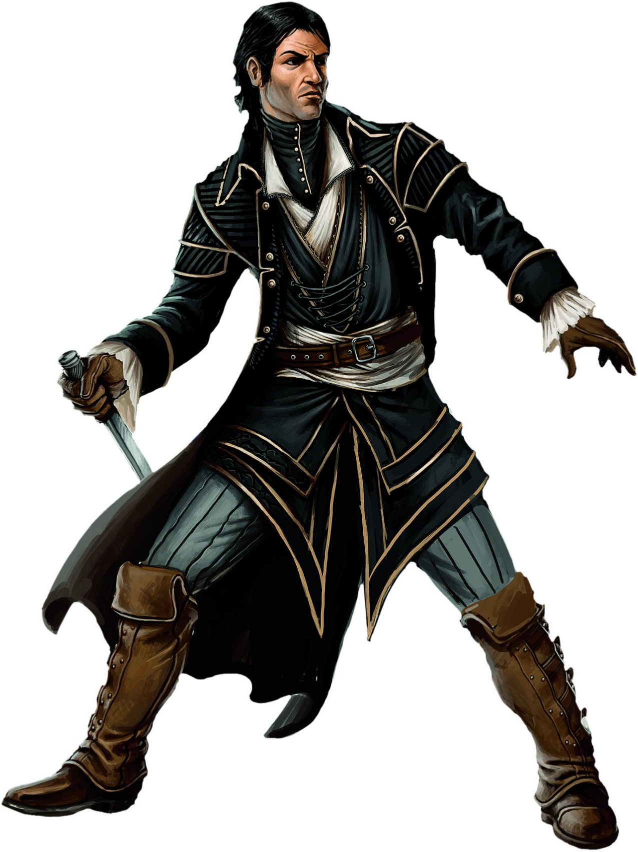
The Footpad

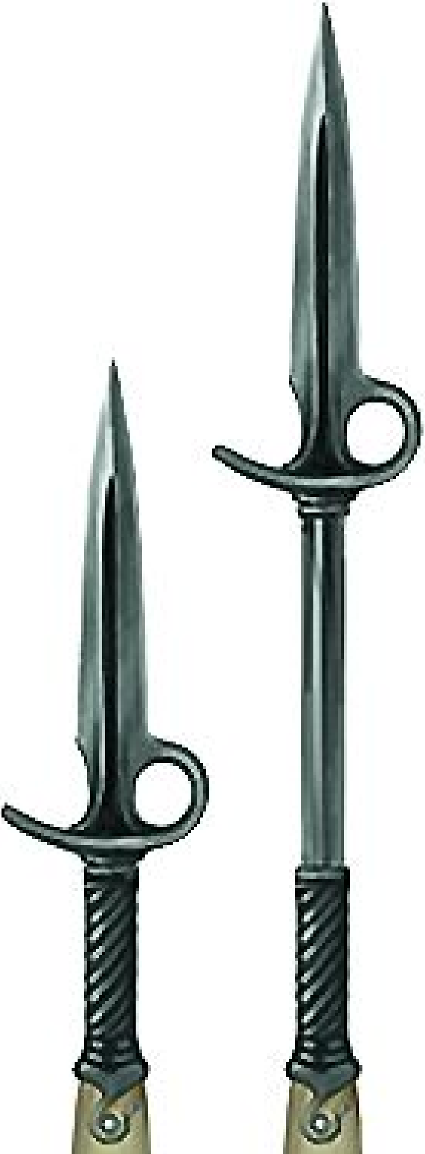




Name	Weapon	Availability
Lanz	Knife	Unlocked at Level 35

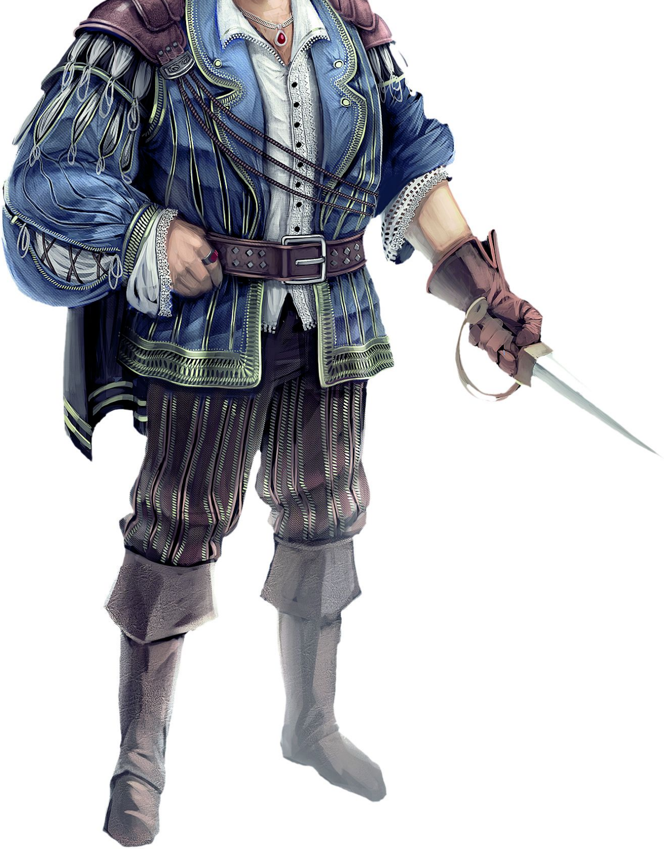
The Officer

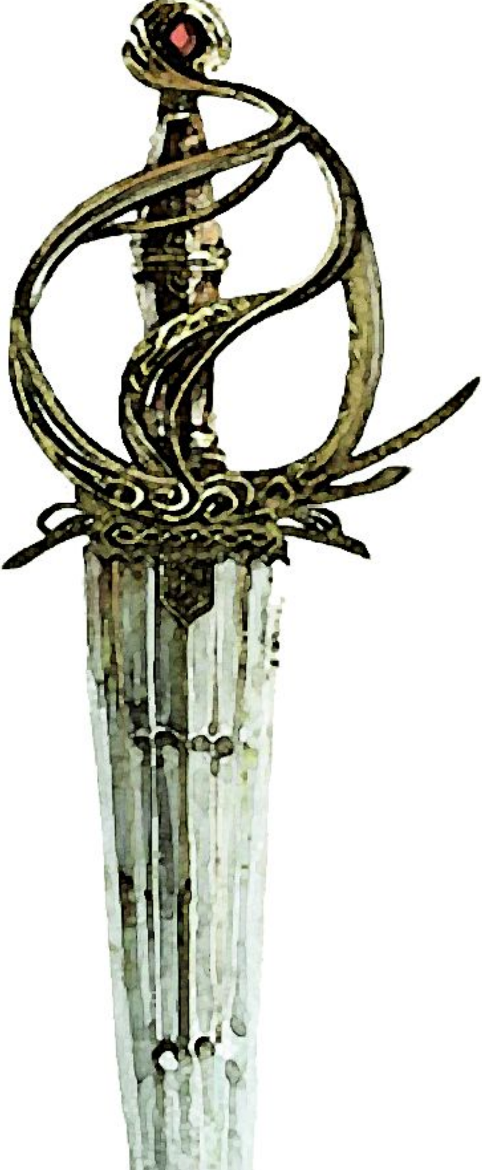




Name	Weapon	Availability
Teodor Viscardi	Spears	Unlocked only for owners of a preordered game or of collector's editions of Assassin's Creed Brotherhood

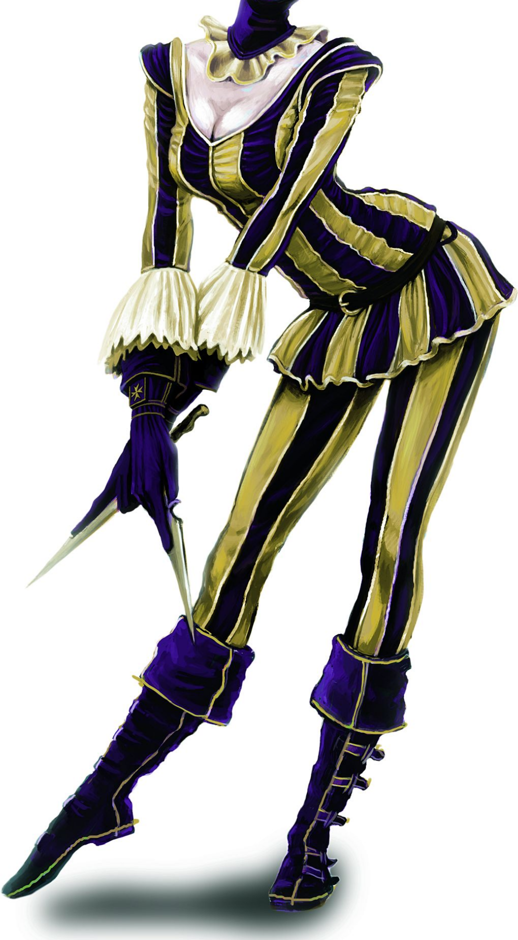
The Mercenary

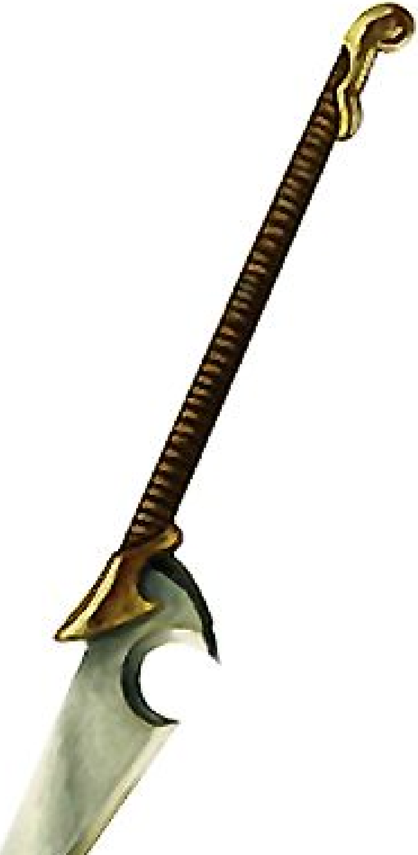




Name	**Weapon**	**Availability**
Rocco Tiepolo	Short Sword	Unlocked at Level 45

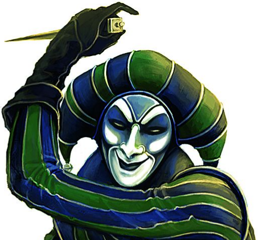
The Hellequin

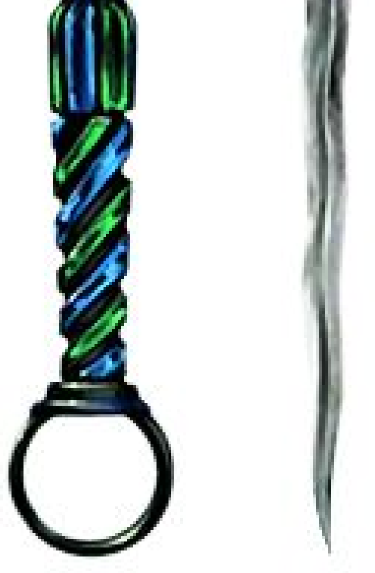




Name	Weapon	Availability
Caha	Dagger	Unlocked on Uplay

The Harlequin





Name	Weapon	Availability
Cahin	Daggers	Unlocked only for owners of a preordered game or of collector's editions of Assassin's Creed Brotherhood